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COMMODORE USER

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FIRST REVIEW

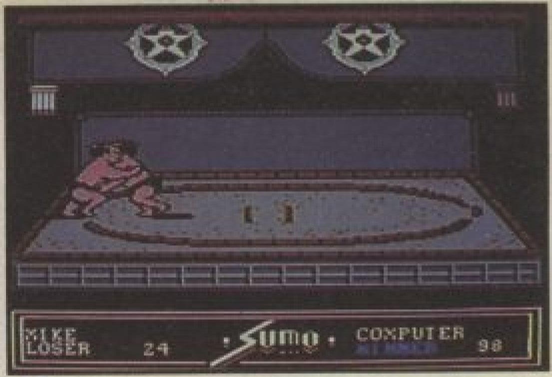


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ANTIRIAD POSTER+ MAP

★SCREEN STARS★ YIE AR KUNG FU 2 TRAILBLAZER
ACE OF ACES BRIDGEHEAD MAPPED: FIST 2 1942
TRIED & TESTED: PICASSO'S REVENGE · UNIPRINT
WIN: THE PAWN · SPACE HARRIER ▪ XMAS TYPE-INS

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World Games

DECEMBER

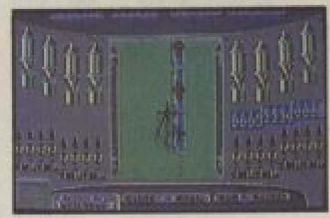
SPECIALS

REGULARS

Cover illustration: Angus Fieldhouse

SCREEN SCENE

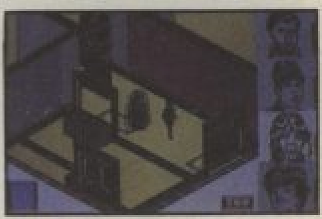
Commodore 64/128



Screen Star Ace of Aces

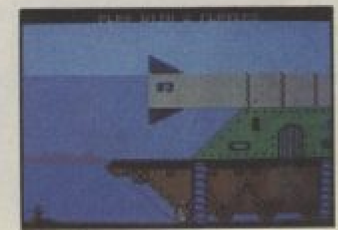


Screen Star Trailblazer



Screen Star Strike Force Cobra

C16 and Plus/4



Screen Star Bridgehead

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Letters

2CV Harrier

In answer to your question in Buzz in the October issue of Commodore User as to how the buffeting effect demonstrated by *Space Harrier* could be achieved on the C64. It's easy.

Just link your 64 to the battery of a Citrôen 2CV and play the game whilst someone drives your along.

Does Mike P. happen to know the addresses of Martech's two Janes featured in Hot Shots in the same issue? If so could he please forward them to me.

P. D. Willcox,
Bury St. Edmunds, Suffolk.

Sorry, confidential Hotshots info. I never disclose my sources. MP.

Letter from Oz

Gidday! I have been reading your mag since I got my 64 last Christmas and I reckon it's pretty cool, but I've a few suggestions that might improve your magazine.

First of all, you could have more complex listings instead of the basic games you have. For example, Your Commodore had a listing of a 3in1 Editor, which can be very handy for programmers using graphics, in their August issue. (*Yawn — Ed*).

Secondly, I think having more coloured screen shots of games sould be excellent, and then we would be able to have a good look at what the program looks like.

And thirdly, all your competitions are closed by the time us Aussies get the magazine as it takes six weeks for us to get it. It would be much better if your competitions ran a lot longer so Aussies can enter them.

P.S. Good luck in the America's Cup and the Ashes, you Poms will need it.

P.P.S. My folks said you wouldn't print this letter because of the last P.S. I added so could you please prove them wrong.

Darryn William,
Perth, W. Australia.

We don't really want you Aussies to win anything, let alone the Ashes, that's why we close our competitions so early.

Plus/4 queries

Having recently read of three chart hits on the 64 (from your brilliant magazine) becoming available on the Plus/4, I have some questions waiting to be answered.

Does this mean a new beginning for the Plus/4? Will the software houses come out in force? Might *Fist II* appear on the Plus/4. Will all games follow the lead of "Ace", "Mercenary" and "Saboteur"? Or will the Plus/4 just fade away after these conversions?

I am a Plus/4 owner who is hoping to soon upgrade to a 128. I want to know, will I need to.

Keep up the good at CU.

Dedan McGarry,
Co. Mayo, Eire.

In order: no, no, no, yes, yes. Allright?

Where's Jim?

May I congratulate you on August's edition of Uncle Jim' Commodore Club (Way of the Exploding Fish). It had me roaring with laughter. I agree with Martin Wood's letter in October about knighting Uncle Jim. Yesterday I went and bought Commodore expecting another hilarious Uncle Jim page but alas! Alack! I buy the mag and find no Uncle Jim! Bring him back please.

Two weeks ago I fell ill. I didn't realise I was ill until I found I had bought Zzap 64. When I recovered from my illness I read a few pages of Zzap and found its way into the incinerator.

I've only been buying CU for five months and in that time have bought twenty games. The reason for that boost in software buying is due to G-Force. They are brilliant!

Why is it that whenever people write in to complain about software prices they always blame US Gold? True software is expensive, but why must everyone always blame the aforementioned company. I'm sure people know that there are hundreds of software that charge £9.95 etc.

Please could we have another load of Computer Magic. By the way, on *Supercycle* how do you get on the high score table.

Matthew Spry,
Northumberland.

Get a high score

Euge spiked!

I have been buying the CU for a few months now and think it's brilliant.

In the August edition Eugene Lacey stated that "The computer was unbeatable" for Bump, Set, Spike. However, after about three hours play I beat the computer 15-12. So boo and snubbs to Mr Lacey.

Andrew Humphrey,
Malvern, Worcs.

My sister did as well.

It comes as no surprise to us.

Barry Norman writes

After reading the October issue of Commodore User for the first time I felt I had to write and complain about your disgusting efforts in trying to produce a computer magazine.

Firstly, you can tell Eugene Lacey that in future if he wants to make snide comments about films then perhaps he should find proper basis before letting his pen scratch the first thing that comes into his brain on paper.

The review I'm referring to is Eugene Lacey's review of *Alleykat.* Who would be so stupid as to try and compare a sprite explosion to a group of films, also the way he describes "the bit" in the computer game as reminding him of one of those ham actors in those spaghetti westerns who'd roll around for ages before expiring, gives you the impression that he couldn't tell you who "*those*" actors were in "one of *those* films". Notice how many times the word "those" crops up (twice in five words to be exact).

Believe me I was amazed when Eugene Lacey didn't use his expert film opinion in reviewing "Powerplay". I expected him to compare this with "Clash of the Titans".

Also how could you let someone like Ken McMahon review *Yie Ar Kung Fu* if he can't tell the difference between nuncha and pole!

Mark Carr,
Norwich.

Name me one extra in 'Fistful of Dollars', 'High Plains Drifter' or any other spaghetti western? Didn't think you could . . .

Music fan

I am very interested in music and the use of computers in music and was amazed at the quality of the music that can be produced on the Commodore 64.

Unfortunately, I missed January's issue of CU so I missed the Heaven 17 flexi-disc.

I enjoy listening to the music on games which is quite impressive, and I have compiled a top 5 of the best tunes stated under their games titles:

1, Human Race

Our letters bag is bulging with your comments, criticisms, queries and praise currently so we're expanding our letters page. Every letter printed gets a coveted Commodore User T-shirt, but we've added an extra incentive — the chance of winning a chart-topping game for the star letter of the month. So get your pen and paper out and write in to:

Letters, Commodore User, Priory Court, 30-32 Farringdon Lane, London ECIR 3AU.

Letters

2, The Master of Magic
3, Action Biker
4, Daley Thompson's Decathlon
5, Way of the Exploding Fist

The most terrible tune I've heard is the lullaby from Mastertronic's 'Z'. Apart from being out of time, it's jerky and wouldn't send anyone to sleep, not even the members of the House of Lords!

I have to say that the most pleasant and soothing music is definitely the background music from *Way of the Exploding Fist*. Turn off those terrible sound effects and relax.

That tune should have been put on 'Z' instead, I'm almost fast asleep by the time I reach 3rd Dan! — not that the game is boring or anything. On the contrary, it is one of the best games I've played, definitely worth the £7.95 I paid for it.

To comment on Martin Wood's letter in October's CU, ZX81's are not 'NAFF' as you put it, they were the foundation of today's computers.

In years to come, the Amiga will probably be on someone's 'Naff' list. I'm sorry but I get a bit emotional over the ZX81 — I'm not a Sinclair sympathiser. Oh no, Sinclair is dead and buried and all the better for it. Just let the ZX81 rest in peace. That's all I ask.

Thanks for a really great mag, looking forward to next month's CU already and I haven't finished reading this month's yet!

Lee Woollard,
Manor Park,
London E15.

Young at heart

Well I feel I must write in response to Headmasters Report (Robin Carmichael) Oct. issue). Who the hell does he think he is? Does he really think we all should read magazines similar in content to Your Commodore and CCI? I personally (which it all boils down to) enjoy reading CU and others besides and to see it change to suit one particular type of computer user would be totally unfair to the majority. I have been reading both old and new versions of Commodore User and can clearly see the improvement.

Just to put my opinion to paper about Your Commodore, they must be getting hard up for readers if they have got to entice you with free games. Also about target readership — this must be where Robin is totally wrong. I am not between the age of 12—20, but 30 years old and can only take this as a compliment from him in knocking at least 10 years off my age.

And finally to finish, all I have to say, to Robin is "each to their own taste and if you don't like a magazine, don't buy it. If the magazine is not any good it won't be long before it goes out of business.

As for your subscription the only advice I can give is tell CU to send the remaining issues to me where they will gladly be received (including the free T-shirt).

T. Saxon, Swindon,

Commodore User is for children of all ages. P.S. The Ed. is twenty-eight.

Easy peasy

I am a C16 owner and avid CU reader but I am disappointed with software houses for giving games to you weeks late, or advertising games for months before release, eg *Ghosts 'n' Goblins* and for failing to give us decent and tough games. *Commando* took me one hour, *Speed King* two days of light playing and I can get to Club on *Yie Ar Kung Fu*. I'd like to see versions, decent ones, of the following games: *Pole Position, Green Beret, Uridium, Fist, Super Cycle, Thrust, Marble Madness* and *Knight Games*, to name a few, so please, please, U.S. Gold, English, Ariola, Hewson, Firebird and Imagine have a go. Anco get Udo Gertz or a couple of clones, the man is ultimately, brilliangly, mega fab.

James Bunt,
Truro,
Cornwall.

Software houses have to advertise in advance of release. That's the whole idea of an advert. As for late games, not everybody's schedule coincides with ours.

Letters formula

I think a certain pattern has emerged in those letters on pages 5-7. They fall (most of them) into one of four categories:



- Those who try to wind some kind of a prize as the worse boot-licker of the month. Typical words: "Brill', "Fab". Why don't you at CU send the worse letter each month a dirty mini-boot to practice on?
- The kind of person saying "The mag is becoming worse and worse every issue". And they continue: "From now on Zzap is going to be my thing".
- The sex fanatics. The group of people who want to tell the world about their ins and outs. Typical words: IN, OUT, SAM FOX! (*I beg your pardon? Ed.*)
- The "how-could-you-do-this-to-my-favourite-game-kind-of-a-review." Doesn't anyone undertand that the G-Force are semi-professional gameplayers (they are quite good at reviewing, thereby semi-pro). They can compare games to todays market, because every game worth mentioning is played by someone at the CU office. (Am I right?) This is a point many readers miss, since they compare their latest buy with the last one and not the other games in the store.
- Stop complaining about Mike & Uncle Jim. These pages don't contain much important information, but if you complain about them or even skip them while reading, then you are most Anti-Cleesic (you are proved to be chemically free of humour). Why can't you at CU send John Cleese and old Vic and let him write something?

I love the new Play To Win section and although I'm not an adventure fan, I have a suggestion of how to make the readers share their wisdom. Anyone who sends a complete solving of an adventure, would win a T-shirt with the text "Licenced Adventure Solver by Commodore User". After a couple of dozen T-shirts, your Valley Rescue would have a vast library of solved adventure to use as a knowledge source for "the Valley's helping hand". Quite bright, don't you think?

And please no more phone in competitions. A phonecall to England would cost me as much as the phone you had as a prize.

O.K. No more complaining. I wish you good luck. I will be a subscriber no matter what.

Pontus Lindberg,
Verberod, Sweden.

Wally writes

I have been reading your magazine for the past year and I have noticed a considerable downhill slide in the quality of the reviews (*here we go — Ed.*). A year ago they were among the best around. Now they are boring, stupid and pointless.

This decline seems to have started with the introduction of the "G-Force" reviewing team, who do not seem to be interested in computer games at all. A case in point. In the September issue, *Iridis Alpha*, the latest and best from the most famous programmer around, got a tiny black-and-white paragraph.

The Screen Star, with a massive full-colour review, was a re-release on a minority computer of an old game that wasn't very playable when it was first published. This much, I could take. But not your review of Alleycat in the October issue. I wouldn't mind your slagging it off if you gave good reasons, but you don't. You called the option system "highly tedious". It takes only about 10 seconds to go through. You said the graphics

weren't as good as those of *Uridium* or *Paradroid*. That isn't saying very much. You said that "you need to be able to take out nasties with your eyes closed to have a chance". Perhaps this offers a clue as to why you gave it a bad review — you were angry because you were no good at it. Anyway, this sort of thing is typical of your magazine these days. Other faults are the listings (get rid of them, they're a waste of space), Uncle Jim's Club and Hotshots (about which I agree with Robin Carmichael).

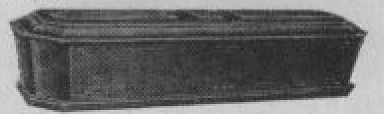
Why do I buy Commodore User, then? For the excellent Play to Win section, the adventure section (particularly the Valley Rescue Service) and the very interesting US Hotline. Keep up the good work! *(Cheers! — Ed.)*
Russell Wallace,
Dunlasglaire, Co. Dublin.
Space is always a problem in issues and is often dictated by when we receive the game. We had more than one screen star in that issue — if you read it properly you'd notice that. I take it you refer to *Winter Events*, a review many of our C16 and Plus/4 readers were more than grateful for. I've forwarded your name and address to C16 user groups around the country I think they might wish to take up your 'minority' computer comment!

Whinge

● I write to you to complain about your magazine 'Commodore User'. Having been a subscriber since the early days of 'Vic Computing' way back in April 1982 I have watched your paper decline month by month until now when I feel I must at least tell you what I think. I consider that the current edition 'October 1986' is little better than a childs comic and little better than 'Beano' which I used to read many years ago. *(What's wrong with the Beano? — Ed).*

Last month Commodore User was so bad that I decided to purchase some of your rival 'Computer' magazines and realized what I have been missing and what some seriously minded journalists are able to produce. *(Boredom, sleep etc — Ed).*

I also looked out my old 'Vic Computing' and I could clearly see how the magazine has degenerated. I will however grant you that it would appear from a number of your readers letters how bril they think your comic (sorry — paper) is and therefore I must assume that I am now in the minority and therefore (no doubt like most C64 users who want more than a games machine), I will look for my serious reading elsewhere and leave your comic to those who have not devleoped beyond games and comic strips.



You will no doubt have realised by now that I will not be renewing my subscription when it falls due.
I.E. Fish,
Shrewsbury, Salop.
What's wrong with comics? Subscribe to Swamp Thing.

Mistokes

● First of all I would like to congratulate you on publishing such an excellent mag, and to thank you for, 2 months running, printing a full colour screen star review, namely *Winter Events* and *Monty on the Run*. They were faberoo. Thanks to your mag, us C16 owners are not left out in the cold.

My main reason for writing is to complain about some 'cheats' printed in October's Play To Win. They were for the C16 games *Manic Miner* and *Tutti Frutti*. The MM cheat was supposedly meant to give you 255 lives and *Tutti Frutti* infinite lives.

The *Tutti Frutti* cheat did not really bother me, but the MM cheat did because I can never get past the sixteenth cavern which is solid to conquer. Anyway I typed in the cheat which was Monitor — M3930 change 02 to FF and G2980 to start.

However, after doing this and expecting to get a new high score on MM, you guessed it, nothing happened, I could have smashed the computer. On the TF game, after typing its cheat in, it did return to the game, but no infinite lives were awarded.

Did the people who sent in these tips lie, is it me or the C16 not functioning, answer appreciated. Also do you people at CU check the tips and pokes that are sent in before printing them?

Back to the minor point, in the contents page of the October issue I checked out the list of reviews for the C16. One of the games was on page 61 and it said, was called *Project Nova* by Gremlin Graphics.

So I turned to page 61 to look over this game to see if it was worth buying, guess what was there? Not *Project Nova* but a game entitled *Leapin' Louie*! Come on CU, what's going on in your offices? Lying or just disguising the fact that LL is not a very good game so say its something else on the Contents page!

Finally, here's my ins & outs.
INS: Commodore User, Good C16 games, Ken McMahon, Mastertronic (T.Kelly)
OUTS: Vic 20's, Thatcher, your Commodore, Education Department for not awarding me an allowance for going to College (hello Tory *!!*).
S. Young,
Tyne and Wear.
We try and check tips and pokes but we can't do them all. As for contents and any other minor errors that creep in, what can we say? Sabotage! Absolute premeditated sabotage on the part of our rivals and (adopts Derek Hatton voice) dis guvernment!

More booklets

● In your August issue you told us *Tau Ceti* is impossible to solve. As I haven't seen anybody complaining about this I had to write to you myself. There are in fact four pieces that are identical, two and two, but you can't assemble the false ones no matter how much you try (did you use a previous copy or what?) I must admit I got very nervous every time two parts wouldn't match, thanks to your stupid mistake.

I'm very pleased you've managed to remain the best mag of all the computer mags I read (in fact you aren't even threatened by any other mag).

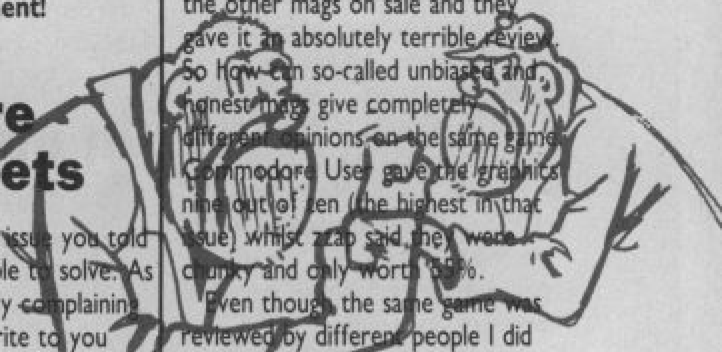
Could you please return to the old Play to Win booklet, at least when you are printing maps and playing tips, as it really is easier to find that lifesaving map when you really need it. You could still print pokes and shorter playing tips inside the mag.

Finally a plea to all software companies and programmers out there: please do not use DOS-loaders as some of them won't work with the 1571.
Peter Backgren,
Helsinki, Finland.
Play to win booklets cost money so we only do them now and again — make us tremendously rich and you can have one every month. By the way, the version CRL gave us for *Tau Ceti* could not be completed.

Differing opinions

● After reading your review on Arcana in October's Commodore User I went out and bought it, purely on the strength of your review.

Just out of curiosity I looked at the other mags on sale and they gave it an absolutely terrible review. So how can so-called unbiased and honest mags give completely different opinions on the same game. Commodore User gave the graphics nine out of ten (the highest in that issue) whilst zzap said they were chunky and only worth 55%.



Even though the same game was reviewed by different people I did not think it possible that their reviews would be so much in favour and so much against.

I sent for the game by Mail Order so when it does arrive I hope that your review was that most accurate but I have grave doubts. Wish I had sent for Uridium instead.
David Weldon,
Westerhope, Newcastle-on-Tyne.
A review is an opinion — the reviewer's opinion. I wouldn't have given Arcana 9 for graphics, but there again I wouldn't have given it the equivalent of 5. Trust us.

Our letters bag is bulging with your comments, criticisms, queries and praise currently so we're expanding our letters page. Every letter printed gets a coveted Commodore User T-shirt, but we've added an extra incentive — the chance of winning a chart-topping game for the star letter of the month. So get your pen and paper out and write in to:

Letters, Commodore User, Priory Court, 30-32 Farringdon Lane, London ECIR 3AU.

Letters

Captain John

I am writing my first letter to congratulate you for printing Capt. John Hutchinson's review of Strike Force Harrier. It was a sound review and, as I have now found out, it's a sound game. One of the few games which is well worth its price.

Please could there be more.
A.S. Robertson,
Southport, Merseyside.

I confess

Yes it's slap on wrists time. I went out and bought *Hole In One* without taking any notice of Bohdan Buciak's review. It's filled with stacks of bugs.

The wind makes no difference and if you knock the ball on to the green, it ends up miles away. And rarely, but very frustrating, the screen ends up flooded, yes the screen is covered in blue, even the trees are flooded.

So in future I'll listen to you.
P.S. Can I have a medium sized T-shirt so my mum won't wear it?
Justin Walker,
Harwich, Essex.

More 128

I am writing to you to get a few things off my chest concerning the Commodore 128. I own one of these brilliant machines and I'm getting mad at the software industries. In a past issue I read that Mastertronic will be releasing some 128 games, but the stupid people put them on disk only. Most 128 owners don't own a disk drive as well as a 128. Mastertronic would certainly sell more copies of these games if they put them on cassette. So why did they put them on disk?

Also, will you be reviewing the 128 version of *Rocky Horror Show*, I'm hoping that you will as it looks ace, and that CRL won't put that on disk only.

Other examples are *Trinity* and *The Pawn* which I was looking forward too. Why have those people down at Rainbird put the 128 version of *The Pawn* in text only, while the 64 version gets to have graphics! I think that is stupid. I don't know why I asked that because it's only on disk only. I would not mind if these games were multiload and on cassette.

Anyway, Hoorah! to CRL and Booo! to the rest. I just hope that software companies will take heed and bring out some 128 games on tape. I'm sure many readers with 128's will agree with me.

Thanks a bunch for your time.
(Sorry! Ed.)
Keith Berry,
Fleetwood, Lancs.

In memoriam

Commodore User will be losing yet another reader as I shall not be renewing my subscription when it becomes due. *(Eugene! My office now! — Publisher)*



I originally started taking Vic Computing in April 1982 and I have every issue of that and Commodore User up to the present. The decline in the quality of the mag started about a year or so ago but I persevered in the hope that it was only temporary. Alas, in the last few months it has got even worse, to beyond the point of no return, at least as far as I am concerned.

I agree with everything that Terry Waterhouse and Robin Carmichael et al have said, including the refund of subs. I am not too proud, however, to accept a T-shirt if it is offered (I couldn't be if I am still reading your mag, sub or no sub).

Please put a black border around this letter if you print it in mourning for a once interesting and stimulating magazine.
J. P. Underwood,
Leighton Buzzard, Beds.

We read this letter to the 'Death March'. Why so glum? You're free, we're free. It's a new beginning, a fresh start! And no you can't have a T-shirt.

Has Ferdy lost his marbles?

How did Ferdy Hamilton give Marble Madness a nine out of ten!

Marble Madness is one of the worst games that I have ever played on my 64! A ten for graphics! The graphics are dull and boring and the marbles look like balloons filled with water.

Sound, a seven out of ten! The sound is so chronic! The tunes are rubbish and not a patch on the classic arcade tunes.

Ferdy Hamilton must be the world's worst game player, if he thinks that Marble Madness is hard!

Value for money, nine out of ten, it's the worst disk game I have ever bought. One last thing . . . was Ferdy playing the Amiga version . . . because the ratings don't fit the 64 version.
Christopher Wood,
Hackney, London.
Ferdy says have you been to the opticians lately? Though he agrees it wasn't that hard.

Lars lambast

Aaaarrrrggh!!! If I ever get my hands on Lars (suck-suck-crrep-creep-what a bl**dy cheek) Dyburad, your 'Star Letter' writer last month, I will ram his damn letter down his scrawning Norwegian throat! How you picked him as letter of the month; if it was his appraisal of CU then you should know that you don't need it — you know that you are the best Commodore magazine in the UK. How dare he insult the C16 owners of Europe by placing them on his 'outs' list.

In 1985 the C16, and Plus/4, according to Gallup, were the fourth best selling computers in the U.K. — over 60,000 sold. This has gradually lead to an increase in top quality software from Britain's major houses. Such top-quality software has graced the colour pages of Commodore User more than once — e.g. *Monty on the Run, Winter Events, Hyperforce, Manic Miner,* to name but a few.

Did you know that *Fist, Rambo, Green Beret, Way of the Tigers I and II, Bounder, Thing-on-a-Spring, Footballer of the Year, Trailblazer, Future Knight* etc. . . . are all planned for release in the near future?

If I had my way, I would lock them all up in Wembley Stadium and bombard them with such classical music as 'The Birdie Song' and 'Every Loser Wins'. If you ask me, the C16/+4 gets far too much snubbing from YC and C&VG. CU is the only magazine which whole-heartedly supports the C16/+4. So let's break out the M60's, Eugene, and we'll see who thinks the C16 is a load of c**p, then!
Jonathan Armitage,
Chester, Cheshire.

Star Letter

Druid connection

I read with interest your advice on Druid concerning the Golem and I'm afraid I must correct you. *(Oh no! — Ed).* You can in fact take the Golem from level to level, just line the Druid in front of the stairs with the Golem tight behind, then slowly go through together. Hey presto! Both appear on the next level. Also I've found the Golem is very important to complete the game. My brother played the Golem, I the Druid — we bought the game on Saturday and the following Sunday destroyed all four skills and were transported to a green plain, attaining Magic Master.

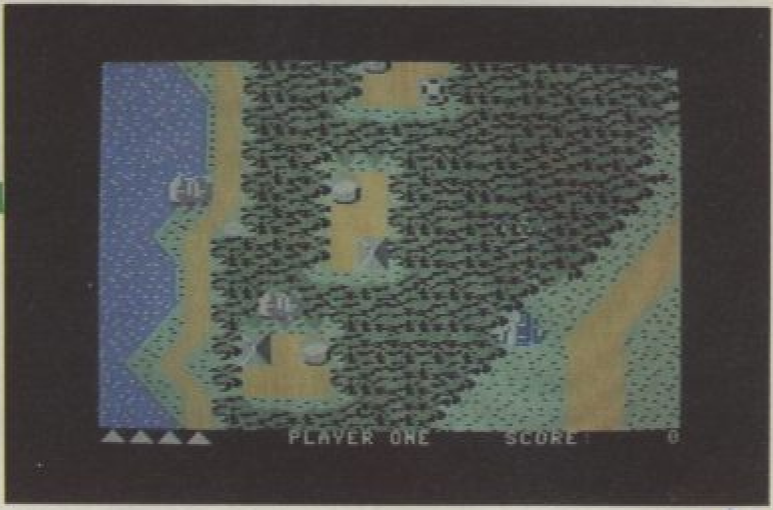
P.S. Best game ever. Bought after reading Commodore User.
Felix and Golem,
Dringhouses, Yorks.
We stand corrected.

Star Letter



ALLEYKAT
ROLLING THUNDER – IT'S ALLEYKAT!
Take up the challenge and ride the wheel of death. . . you'll have two things on your side – lightning speed and heavy firepower – but to blast your way through the 32 events on the space race calendar you'll need cash, skill and nerves of steel. . . will yours be the new name on the trophy?
Another fantastic and visually stunning game by Andrew Braybrook, author of Paradroid and Uridium.
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BUZZ



XEVIOUS

Fast approaching completion is *Xevious* a classic Atari scrolling shoot 'em up conversion from US Gold. You control a Solvalou spacecraft and defend earth against ground and air attack including waves of flying mirrors which bounce your laser bolts back at you. There's 32 different kinds of alien ship and no wave is ever the same. Add to that sixteen levels, bonus screens and four levels of difficulty then you can understand why we wait with our wrists and fingers aching in anticipatiion at the prospect of this raster blaster.

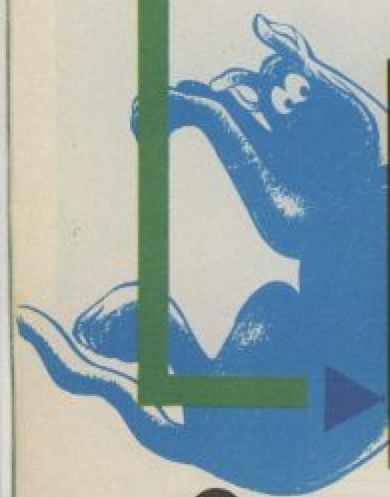


TERRA CRESTA

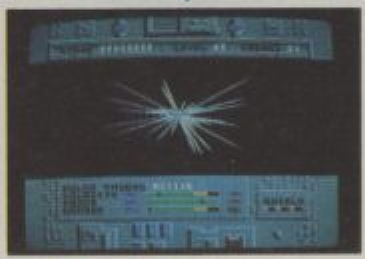
Ocean's Dave Collier has been working away furiously on a conversion of Nichibutsu's *Terra Cresta* coin-op since *Green Beret* appeared in the Spring. Like *Xevious* it is a scrolling shoot 'em up of the first order. A follow-up to *Moon Cresta*, the idea is to build up a Terra Cresta, super ship and increase your firepower as you orbit a planet and attempt to destroy the giant deathstars. There's masses of alien ships and, Dave promises us technically "three channel sound, full colour scrolling and thirty sprites on the screen at once". That sounds pretty daunting so we're going to do away and lie down for a while.

SCOOBY DOO

At last a Scooby snack to Elite for finishing *Scooby Doo*. Coded by Gargoyle Games it's an arcade adventure centred, (where else?) in a haunted house. You play Scoob and must explore the many floors and passages in an attempt to free your captured pals from the Mystery Machine. You'll be dodging dozens of ghosts and ghoulies as you follow the trail of Scooby Snacks left behind. What we want to know is how Shaggy got his name? Elite say this question is not answered in the game.





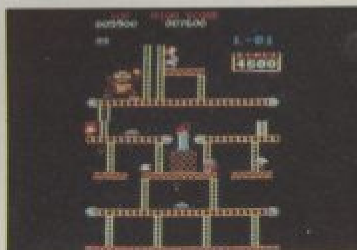


ZARJAZ

No it's not a Jeff Minter game or a 2000AD special, it's a new release coming from Ariolasoft's Reaktor label. You're despatched to visit a zone of space where normal laws of science don't apply. When you get there you send three droids in to investigate but find out that you have to keep them in view to have any control over them. All of a sudden it turns into an almighty shoot 'em up accompanied by sounds from W.E.M.U.S.I.C. What a grexnix idea!

DONKEY KONG

Here's a history question for you. Anyone remember Donkey Kong? It was one of the early arcade games from Nintendo written in about 1981, and now it's one of Ocean's latest conversions. How high can you get? asks the prehistoric ladders game. We'll be climbing the well-worn rungs next issue.





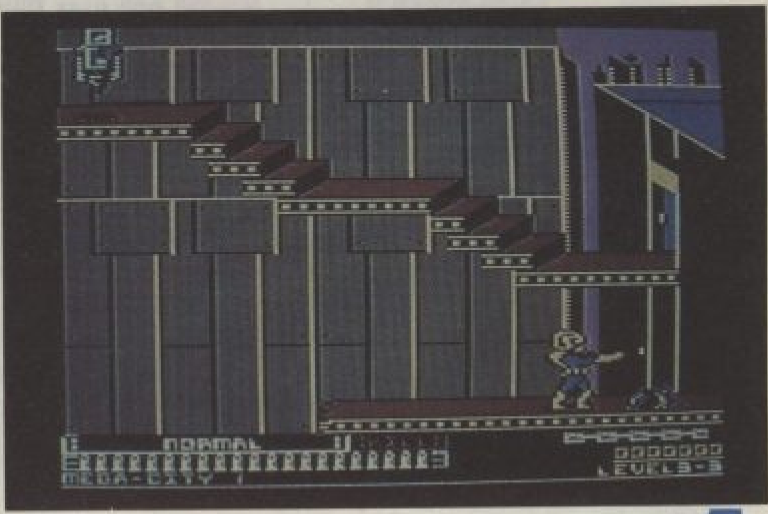
MASTERS OF THE UNIVERSE

By the power of Grayskull! US Gold are preparing to unleash those champions of good onto the 64 and the C16, the Master of the Universe. Stop Skeletor from overcoming the land of Eternia with your trusted steed and companions Battle Cat, Teela, Orko and Man-at-Arms. There's an adventure on the way as well.



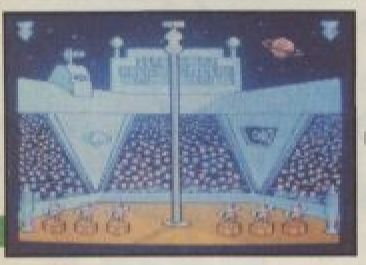
JUDGE DREAD

Anyone with any sense will have seen 2000AD and recoiled from the idea of life in Mega City 1. It's a massive urban conurbation where millions of people live in huge towering apartments hundreds of stories high. Death lurks round every corner and employment is the exception to everyday life. Here you play the infamous Judge Dread, part of a peacekeeping force that polices, judges and sentences criminals. Armed with you trusty lawgiver pistol you take to the streets and patrol them solving the countless crimes that occur. Drokk! Sounds like a tough assignment.



HYPABALL

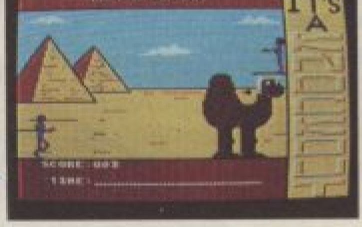
This is a future sport from Odin. Played by one or two players, the aim is to score as many points as possible by lobbing balls into the notches at the top of the post in the centre of the screen. You control three players which you select from a squad of ten, each with different capabilities. The ball can be thrown from the left of the screen and reappear on the right in a wraparound effect, and Firebird promise it'll be fast and addictive. Cue Bach's Tocata and Fugue in A (Rollerball music to you plebs!).





THE LAST NINJA

It probably won't be anything of the sort, but System 3 reckon it'll lay out any other karate game including their own International version currently topping the American charts. The Ninja shrine has been deserted and the sacred treasure of the Nichibutsu – the scrolls of the white Ninja – stolen. As the last ninja you are honour bound to recover them. Go to it.



IT'S A KNOCKOUT

Who could forget this TV classic? Eddie Waring bless 'im, Stuart Hall cackling like an idiot and those resounding words ''Grand Bretagne un point!'' Oh the shame of watching St Ives losing to some bunch of super-fit Germans and the inevitability of Belgium coming last in everything. It was a laugh, old Jeux Sans Frontiers and now you're going to get the chance to have a go on the 64. Compete in seven silly events like 'Flying Fans' and 'Diet of Worms'. We'll be making fools of ourselves next ish.

BUZZ



DRAW A DRAGON

Most people in the games business will tell you that Gauntlet is going to be number one over Christmas. Most people that is except for Elite's Steve Wilcox.

The flaw in this argument is that it takes no heed of a game called Space Harrier. It's not as popular in the arcades as Gauntlet but it has certainly made its mark.

Space Harrier is the first arcade game to use a hydraulic base that buffets you from right to left as you wrestle with the joystick. It's a sit down job that will cost you at least 30p a go. As well as the ride the graphics are truly stunning — state of the art 3D animation.

The speed and detail of this 3D animation combined with the hydraulics led Elite's rival software houses and game reviewers to scoff at the attempt to convert it to home systems. Jokes were being made about an add-on hydraulic seat for the 64.

I'll level with you. I was one of those skeptics but now I'm going to have to eat my words having played a preview copy, seen it with my own eyes and, and as you can see from the screen shots its fairly close.

The game is a shoot 'em up. Fast, furious, and addictive. You control a teenage space traveller with a jet pack on your back and a laser in your hand.

WIN SPACE HARRIER WIN



Dragonland has been taken over by the nasties. (Why do they keep doing that?) You have to travel into the Fantasy Zone where they have their stronghold and let them taste the heat of your laser.

Dragons feature quite prominently in a lot of computer games — especially arcade conversions. There is for example an excellent Dragon in Dragon's Lair, several of them in Gauntlet and as I have said an amazing Dragon in Space Harrier.

Which leads us neatly to our competition.

There are eighteen levels in Space Harrier. What we want you to do is to draw for us the dragon that you would most hate to have to confront on the nineteenth level.

We have 30 copies of Space Harrier to give away to the best Dragons sent in by the 20th December 1986. We are not necessarily looking for the best piece of artwork. The ideas contained in the drawing are just as important. Stretch your imagination. We are looking for all sorts — Stone-Age-esque, robot-esque, anything-esque. Get those pens out and start sketching. Send your drawing with your name and address on the back, to Commodore User, Space Harrier Compo, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.



Rocks are to be avoided — not blasted.



Nasties have an annoying habit of attacking in swarms.



BUZZ



FA Cup '86, Howard misses out on the Double "Tough luck, wack".



Go take a hike Tubbs and Crockett because the British crime busters are here — well one of them is British anyway. No we're not talking about Dixon of Dock Green. Thanks to Britannia Software, *Dempsey and Makepeace* (the latter chews gum so he must be a Yank) pile into your 64, shoot everything that moves, smash a few dozen cars and solve all of London's crime whilst rescuing each other from evil abductors. Come back Kojak, all is forgiven.

Howard's Way

Howard Kendall must still be recovering from parrot sickness having failed to lead scousers Everton to the League and Cup "double" last season. So what better way to soothe the wound than to endorse a football game called *The Double* which lets you do just that.

Over to Howard on the touchline: "This must be the ultimate of all strategy games . . . Excellent". Thanks Howard, now back to Jimmy in the studio.

The Double comes from unknown software house, Scanatron who claim it took two years to research and uses artificial intelligence. Couldn't have been all that intelligent since the League you're working in has only three divisions.

The idea is to manage a 3rd division team and make your way to the top either by promotion or by interesting a larger club in your skills. When you get there you must aim for the Big One, the League Championship and FA Cup double.

You've got to use managerial skill to administer staff, players, wages, transfers, gates, policing and all the other things that make a manager's lot a happy one. Information on players, grounds and results are always available as are current League tables.

To add a little spice, Scanatron are running a competition for the first person to achieve the Double. And what do you win? Surprise, surprise — a day out at Everton FC and a chance to meet Howard himself.

Back to Jimmy for a late announcement: now that Ron Atkinson has plenty of spare time, we'll be getting him to try his hand at the Double — wishful thinking.

CRL Censored



CRL, publishers of Tau Ceti and Bladerunner, have become the first software company to be awarded a film censorship rating for a computer game. In an unprecedented move the British Board of Film Classification imposed a 15 certificate on the company's latest *Dracula* adventure.

The move was instigated when the author of the adventure, Rod Pike, warned CRL boss Clement Chambers that elements of the game were horrific and might not be suitable for younger children. After taking legal advice the game was offered to the British Board of Film Classification who agreed by rating it 15.

A press release was immediately sent from CRL complaining boastfully, "The implication is that from now on every computer game will have to be awarded a suitable certificate".

Not so, say the BBFC. By order of Parliament video games are exempt from the 1984 Video Recordings Act which necessitates films and videos be given a certificate. However, there are possible exceptions such as games which depict sex, sexual organs, excretory functions or violence towards animals. So, it was decided in the case of Dracula that the repeated dying in the game (which is written in the first person) might be disturbing to children under fifteen. The game also takes some of the original text from Bram Stoker's book and displays some pretty bloody graphics.

We asked James Freeman, director of the BBFC whether this meant there were other games available which should have been shown to them since this is the first case of certification in the entire twelve months the act has been in existence. "Possibly, but our role is limited. It is not for us to prosecute or even to hunt material down. That is down to the police and the courts."

"However," he added, contradicting his previous statement, "I certainly intend to check out some shops selling video games in the next few weeks." So watch out Domark. When we described *Friday 13th* as a game that caused controversy on its release, Mr Freeman replied "It certainly sounds as if it should have been submitted and classified." Your X-rated Commodore User is awaiting further developments.

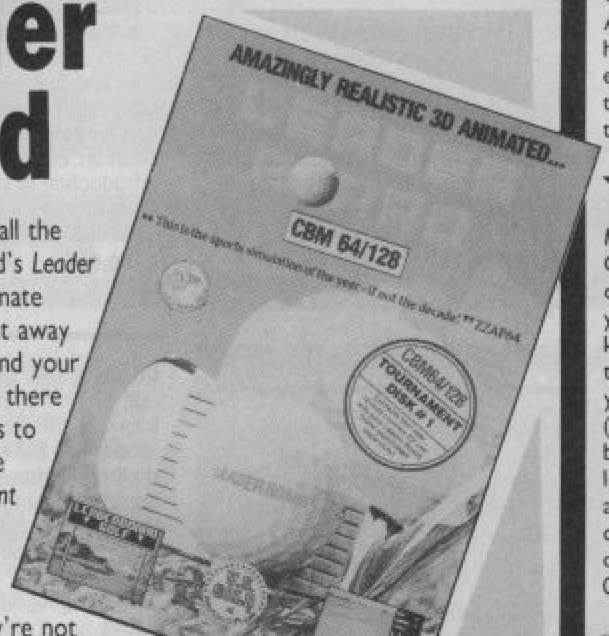


Amiga goes Down!

Better be quick, you've got until the end of November to take advantage of Commodore's '£500 off' offer on the Amiga. If you're rolling in filthy megabucks you can get the standard 256K Amiga (single disk, mouse, monitor) for just £975.

Theoretically the offer is open only to existing Commodore computer owners. Apparently, Commodore sent letters to all its 400,000 registered computer owners in the UK (i.e. those of you who bothered to send the guarantee card back) with details of this Sale of the Century bargain. In practise, Commodore isn't much bothered who buys the hapless machine as long as they can sell lots of them. Go on, ask yer dad.

Leader Bored

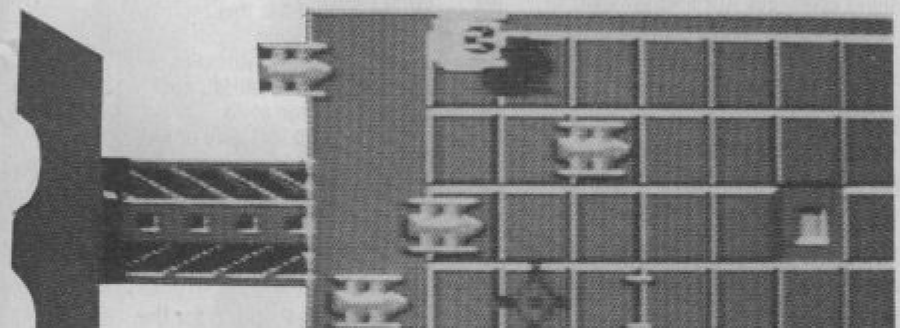


If you've perfected all the courses in U.S. Gold's *Leader Board* golf sim (my mate Sevvy has), don't put away your Everpresseds and your set of clubs because there are a lot more holes to play. U.S. Gold have released a *Tournament Disk* that gives you four more 18-hole courses. But hold that backswing, they're not that much different from the boring set of courses you endured in the original version. The disk costs £6.99 and you can get more details on 021 356 3236.

The Last One

Strange name for a program but it's still pretty unique. *The Last One* is a program that writes programs.

In other words, it's a program generator for the Commodore 64 — it's also on the IBM PC and Apricot machines. The idea is that it lets you create your own programs (mainly business) without the need for programming skills. Your results will be stand-alone and written in Basic. The ad claims it's almost 'programming by numbers'. TLO costs £36 and is available on disk only. We'll be putting it through its Tried 'n' Tested paces next month.



Hewson Twosome

You may have read way back in Hotshots that Andrew Braybrook was busy messing around with *Uridium* and *Paradroid*, enhancing and improving them for new versions. Well, he's finished and the result is a compilation of the two games, due for release on 5th January. On one side you get a souped up version of *Paradroid*, much, much faster than the original, and on the other you get a version of *Uridium* with new ships and extra tweaks. At £8.95 that's what we call pretty good value for money so don't go blowing all your Christmas money.

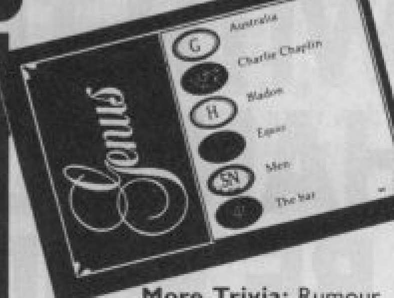
Software Boob

Sam Fox flashing her boobs for Martech's image digitiser seems to have opened the flood gates to a whole deluge of 'dirty raincoat' software.

The latest edition to the pornosoft catalogue is Hot Software's *Miss All Nude America* — where stag party goers flick through 40 digitised pics of topless girls — entering votes for their favourites.

The second title is called *Girls They Want to Have Fun* — which is too rude to describe, boast the publishers in their advertisement.

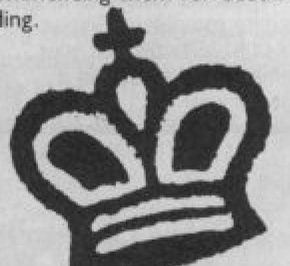
Hot Software may have boobed *(Ouch — Ed)* themselves as their advertisements have already been banned by several magazines and W.H. Smiths say they won't be stocking the 'games'.



More Trivia: Rumour has it that a new set of questions is on the way for Domark's brain curdling *Trivial Pursuit* game. So smart Alecs who've memorised all the answers won't be able to show off any longer. What makes the tape special is that it will work for the Commodore, Spectrum and Amstrad versions. Don't ask us how it's done. Don't ask Domark either 'cos they probably won't tell you. A junior version is also in the offing.

Game Maker: Remember *Gary Kitchen's GameMaker* for the Commodore 64? No? It started our memories working too, but if you've got one, you'll be dying to know that Activision is releasing two scenario disks that will let you design sports simulations (football, baseball, basketball, boxing, field events) and a whole load of nasty aliens. Called 'Sport and Science Fiction', both feature colour and sound effects. More details from Activision on 01-431 1101.

128 Books: Now that the 128 is getting established, the obligatory 'programming books' are coming thick and fast. The latest offering for learning Basic is called *Commodore 128 Basic Programming Techniques*. This one costs £11.60 and is published in the UK by John Wiley. Those of you interested in graphics will probably rush out and buy the snappily titled *Advanced Graphics with the Commodore 128*. A little cheaper at £8.95, it's published by Macmillan. We're recommending them for bedtime reading.



King Size Gift: Remember all those *Robtek King Size* programs for the 64, 128 and C16? Now you can get the whole lot, *Turbotext*, *Base*, *Calc* and *Accounts*, in a bumper gift package. The set comes as either two tapes (12-95) or on a single disk (£14.95). Robtek has also packaged up *50 Games Vols 1 and 2*, for the Commodore 64. That means you're getting no less than 100 games for the ridiculous sum of just £12.95. Robtek are on 01-847 4457.

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have to make your way across the screen until you meet my pet hate, Lang Fang. She's armed with loads of nastily sharpened fans.

After that you'll face a fire breather (another fatty), a guy with flying masks, then assorted weirdos armed with boomerangs (Wei Cobber?) daggers, bombs and lightening bolts. This is hard work I

Long Fang, a big lump in stilletos carrying sharpened fans.

can tell you, harder than the first game.

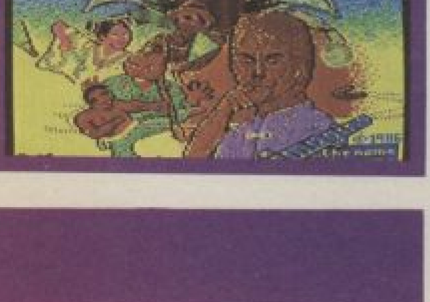
One other change from Yie Ar I is that the sequel allows a two player contest between yourself, as Lee Young, and any of the first three opponents.

Yie Ar II is more of the same, but it's better value than it's

YIE AR KUNG FU TWO

64/128
IMAGINE
Price: £8.95/cass
£14.95/disk



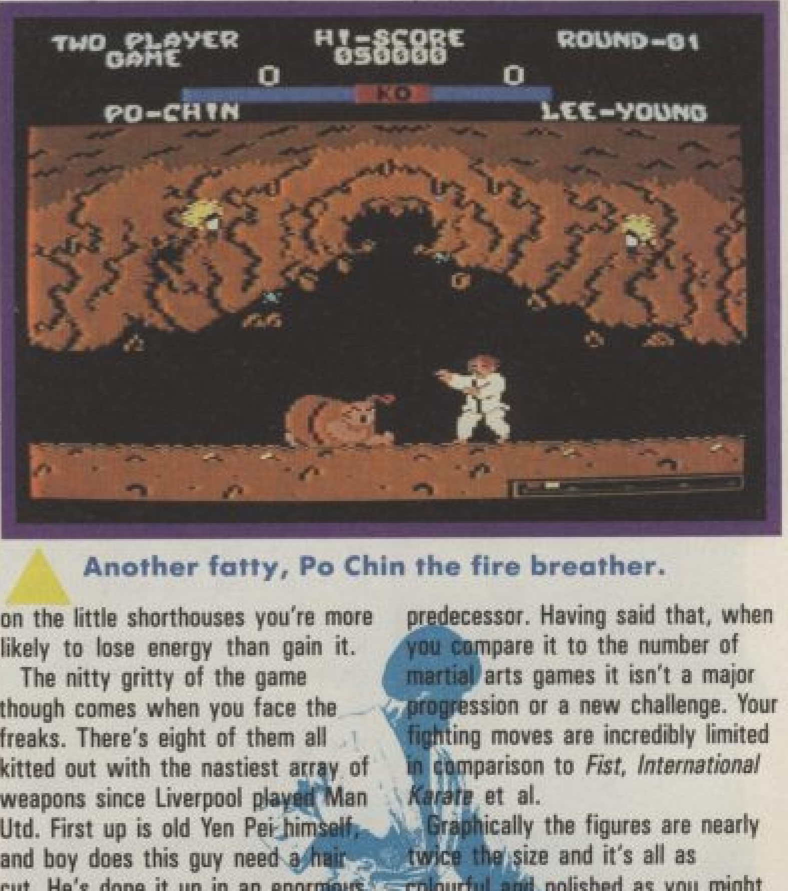


As the scenario would have it, it's twenty years since Kung Fu master Lee wiped out Pole, Nunchaku and the rest of the Chop Suey Gang. All but one that is. Yen Pei escaped and set up a new gang of warlords that extended their evil power once more across China. Since old Lee is getting a bit long in the tooth now, his son Lee Young takes up the role of noble lunatic and sets out to rid China of this scum.

What it all boils down to of course is more of the same. A host of freaky opponents which you confront in turn before you can win the game. The game isn't a complete copy though, there are additional elements and changes.

To begin with there are some special techniques that old Lee never knew about. Junior has a taste for Oo-Long Tea and Chow Mein. Collecting the first, as he goes, gives him extra energy and the latter which appears miraculously (from the local takeaway I suppose) gives him brief bursts of immortality.

Another important change is the scrolling screen. Lee Young can walk left across a number of screens before he encounters any really tasty opponent, but en route he will be set upon by floating midgets! He can jump over them or kill them. Should he do so to a group of three consecutive midgets he gets a tea leaf. Five leaves and he can stop for a brew and get more energy. This is all pretty ridiculous and since it's tough enough to land accurate blows on the little shorthouses you're more likely to lose energy than gain it.



Another fatty, Po Chin the fire breather.

The nitty gritty of the game though comes when you face the freaks. There's eight of them all kitted out with the nastiest array of weapons since Liverpool played Man Utd. First up is old Yen Pei himself, and boy does this guy need a hair cut. He's done it up in an enormous pig tail and attached a lump of iron to the end (pig iron I suppose). This he swings around viciously clouting you resoundingly on the nut or alternatively the knees.

Another thing you'll notice is that although your opponent can exit the screen stage left and perform the clever little trick of returning stage right, you can't.

If and when you beat him you'll predecessor. Having said that, when you compare it to the number of martial arts games it isn't a major progression or a new challenge. Your fighting moves are incredibly limited in comparison to *Fist, International Karate* et al.

Graphically the figures are nearly twice the size and it's all as colourful and polished as you might expect and the animation is excellent. Martin Galway has written a new loading tune and the sound all round is typically excellent from the game to the sound effects.

Basically its got to the stage where I'm looking for something a bit different in these games. If you haven't got *Yie Ar I* this is better but it's no big deal.

Mike Pattenden

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

7
Overall

PAPERBOY

64/128
ELITE
Price: £9.95/cass
£14.95/disk

I've got to hold my hand up here and say I have never been a paper delivery boy. I never did a milk round either. I just couldn't face getting up that early. I spent my holidays rubbing down cars instead. And looking at the life a paperboy leads I'm pretty glad. Elite's eagerly awaited conversion is pretty off-putting. It's a hazardous business delivering the news. But I suppose it is set in America.

Your job, for which you probably get paid peanuts is to deliver newspapers to subscribers who live in one of those nice white middle-class American suburbs. Just like the kind of area where directors set gruesome horror films like 'Friday the 13th' and 'A Nightmare on Elm Street' in which hordes of fresh faced teenagers are hideously butchered and mutilated. Are you sure you don't fancy staying safe and poor?

Hit the targets on the practice course to increase your bonus.



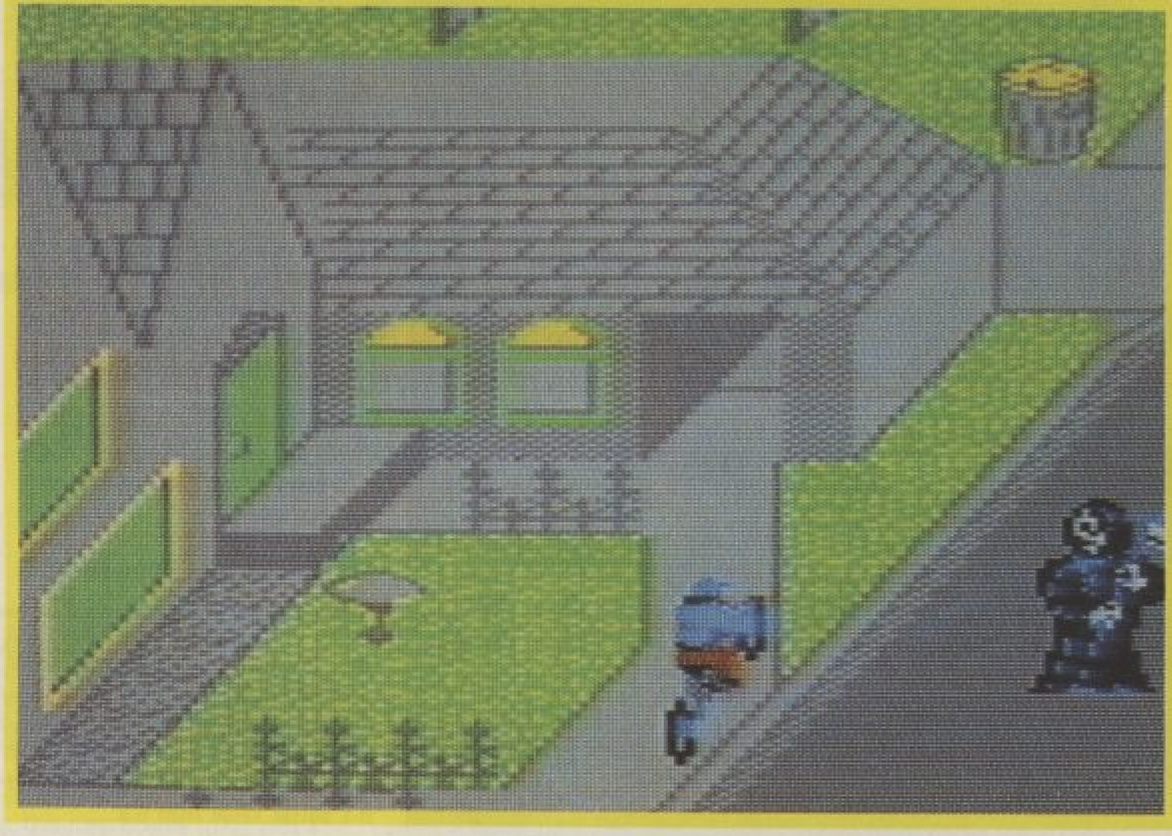
Don't say I didn't warn you. Fortunately you begin on a Monday which is comparatively quiet. Avoid any dangerous obstacles and lob the papers in the mailboxes. That's the game quite simply. I always feel well-disposed to games which are neat, original and don't feel it necessary to give you a load of old cobblers about the planet Zog trying to destroy the world.

As the game begins you find yourself pedalling along at the bottom of the screen. Controlling the bike is easy, no dodgy reversed controls or complicated joystick waggling. Push forward to speed up, pull back to brake. Steer left and right. Deliver papers by hitting the fire-button. The rest is down to your own skill, speed and timing.

You'll know where to deliver because subscribers all seem to live in yellow houses and have delivery boxes marked 'Sun' on them. Not, of course, our beloved sizzling, soaraway, topless, fascist version, but The Daily Sun — in which your week's exploits are recorded.

You don't even have to get off the bike to deliver. Just a snap of the fire button as you whizz past will send a paper spinning towards the house. You don't have to hit the box, the door will do, but be warned if you miss, the rag's likely to go through the window (it must come with a cover-mounted brick) and the owners will cancel your subscription.

The other side of this is, if they do cancel, next time you go past you can break their windows, chuck one in the many bird baths that abound in this yuppie paradise and even bust the headstones that seem to be



Cripes! Death's in a mood and that scythe ain't for triming the hedge.

Whoops, should have delivered there I was too busy watching out for the C5.





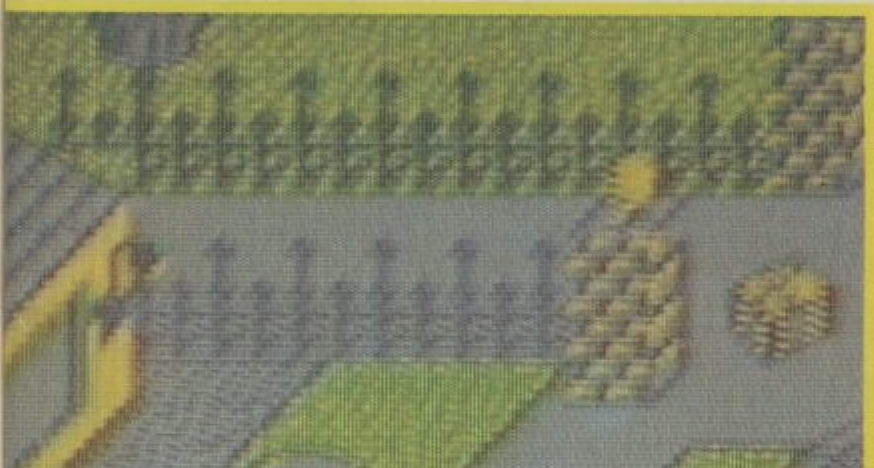
Bet you never get to see one of these screens.

dotted around in this weirdo area. All these actions get you a bonus.

Presumably those gravestones that lie around mark the remains of past paper boys because you've got a pretty dangerous job there. You can't drive over drains, or up kerbs and there's plenty of railings in your path. To make matters worse you're assailed by mad dogs, trendy skateboarders wearing Raybans, motor controlled toy cars, C5s and runaway tyres.

If that's not bad enough there's a crazy on a chopper bike driving up and down the crossroads waiting to get you as you cycle past. And worst of all, on Saturday Death will run out of the end house and have a go at you. Blimey! Fancy living next door to death! Can you imagine nipping next door for a cuppa?

Negotiate that lot and you'd probably need a pack of tranquilizers and a padded room to recover in. But your boss in the corner newsagents isn't content with just putting you through this suburban assault course. Oh, no, he's laid out a practice circuit for you to improve your skills on. Negotiate the obstacles and hit the targets with papers for a bonus.



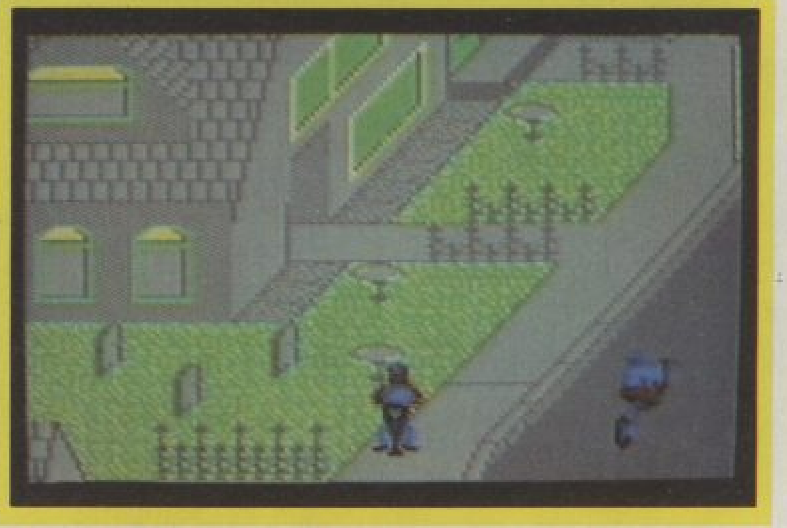
At the end of the week you'll get a newspaper with banner headlines and a picture of you proclaiming, "Congratulations are in order". That assumes you stood a week at the job. If you lost all your subscribers you're simply confronted with the headline, "You're fired". Thank God for that you say, and have a lie-in instead every morning, just like the Ed. *(you're fired, Ed.)*

Screen *Star*

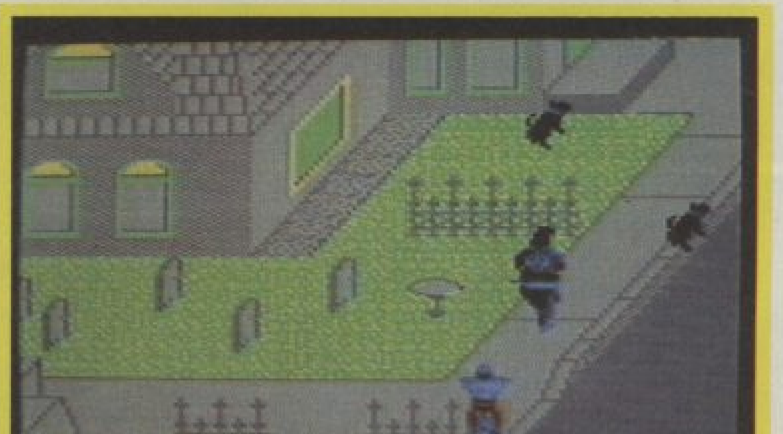
Paperboy is a great game. It's a change not to run across a screen and annihilate everything that moves. It's an original idea and a well-executed conversion. There are a few graphic blots such as the car and the drab colours in the street, but the scrolling is great and the gameplay tenacious. It's just good fun whizzing in and out, firing volleys of papers through windows. This is increased by the sound effects of the breaking glass which pierce the otherwise irritating tune. The characters are nice and large as well so the whole thing isn't too hard on the eye.

Elite have delivered!

Mike Pattenden



Avoid the geezer digging a hole and lob a paper through that non-subscriber's window.



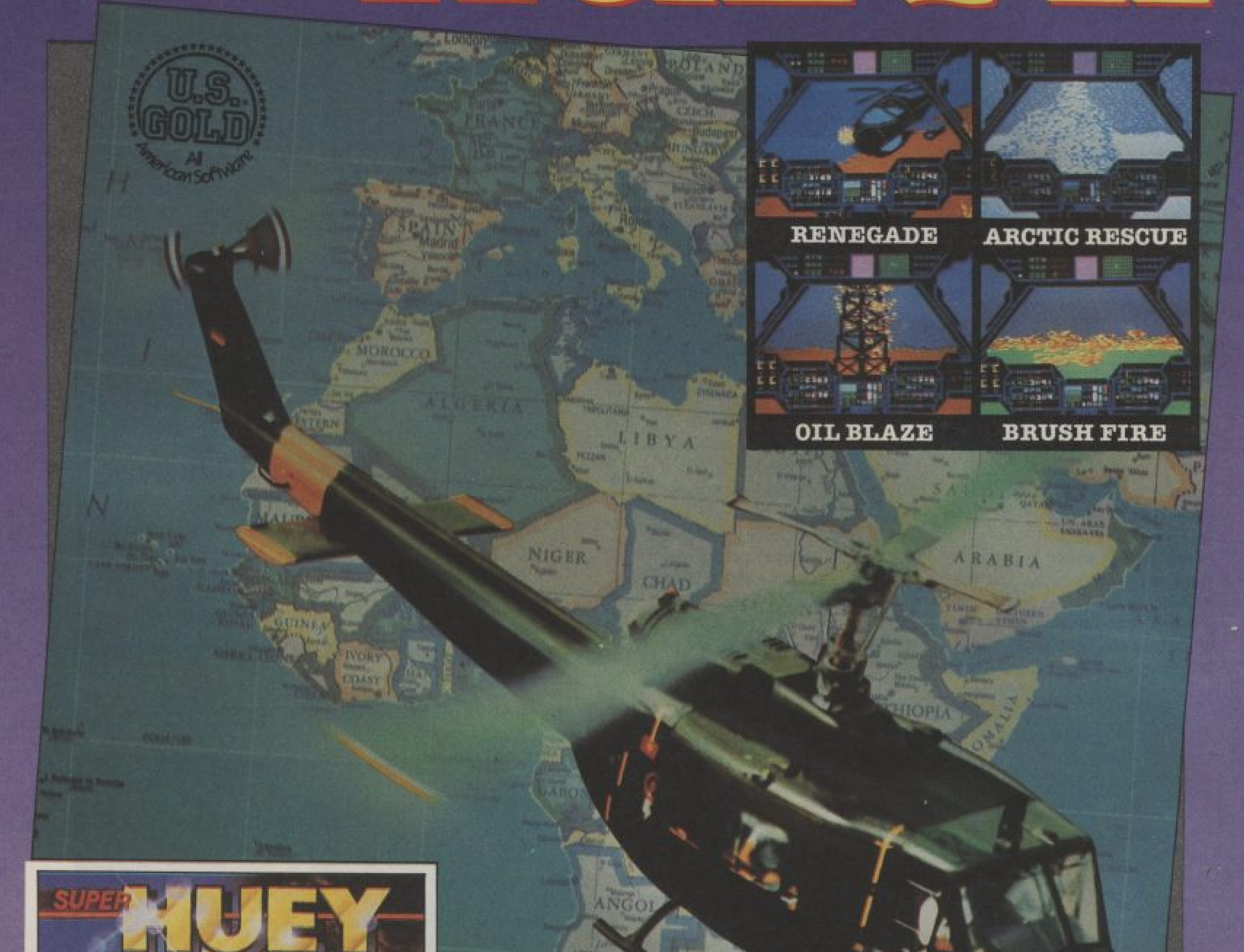
Take it easy here that big fattie of a jogger is quicker than you.

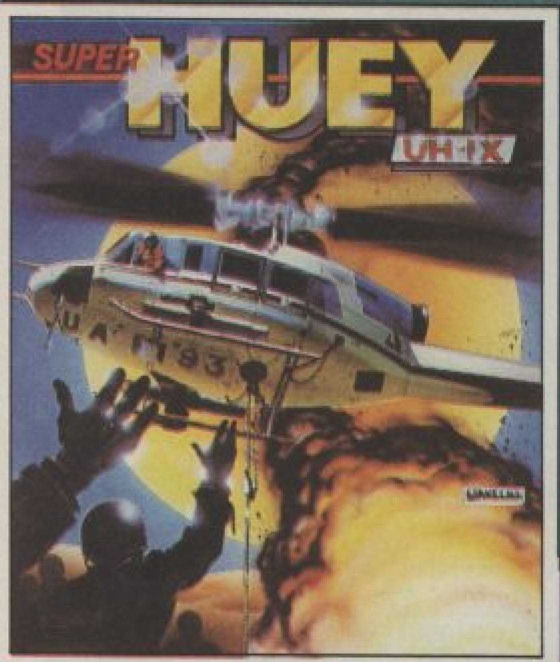
Rating	Scale
Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

8 Overall

THE HELICOPTER FLIGHT SIMULATOR

Super HUEY II



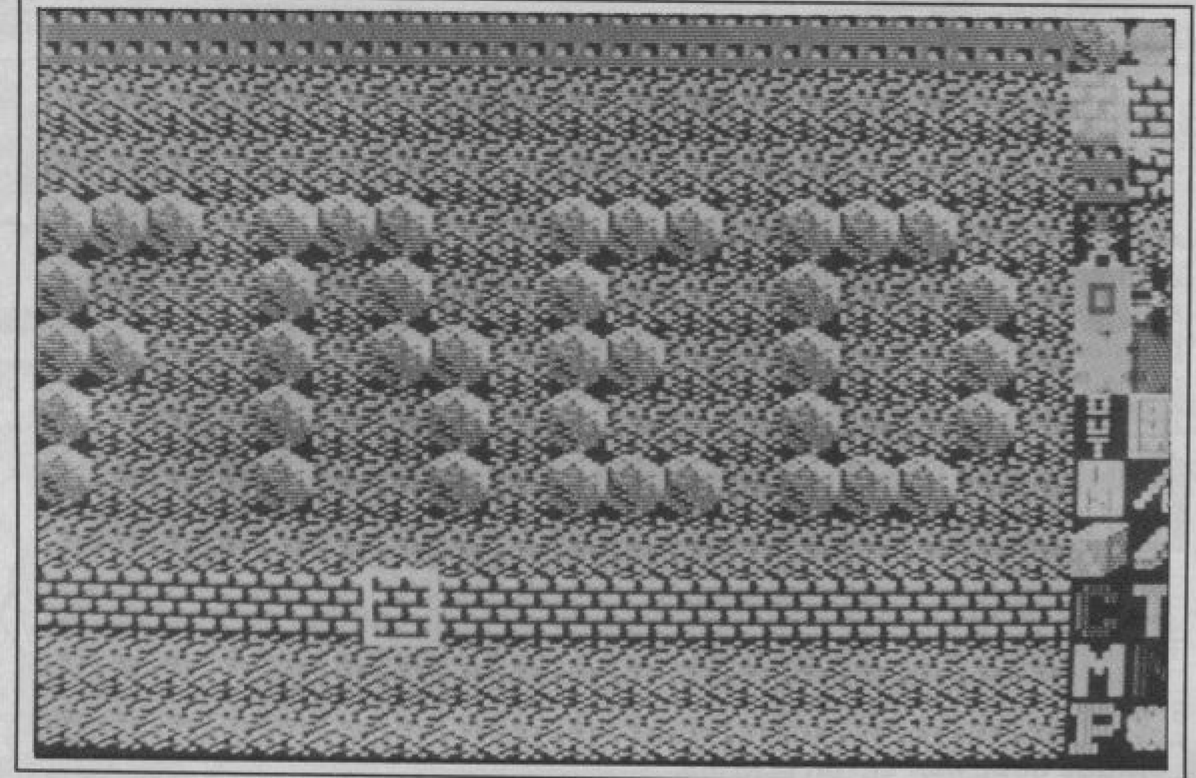


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AVAILABLE for the COMMODORE 64/128 Cassette £9.99 Disk £14.99



Write your name in boulders — Fred did.

BOULDERDASH CONSTRUCTION KIT

64/128 ● DATABYTE
Price: £9.95/cass £14.95/disk

Boulderdash, the sequel — Rockford's Riot, Boulderdash Three, it was all too much! Recently, a band of hardened *Boulderdash* addicts stormed First Star's office and at gun point, forced *Boulderdash* baron Peter Liepa to hand over the only known antidote, the *Boulderdash Construction Kit*.

For those of you not familiar with the game, it's deceptively simple but fiendishly addictive. The objective? Guide Rockford through the caves to collect diamonds. The catch? Precariously perched boulders, exploding fireflies and butterflies, and always the clock ticking on relentlessly. Some caves are simple enough, just collect as many diamonds as you can before taking the exit. Other caves are devoid of diamonds at first, so you have to find a way of making them.

The Construction Kit comes in two parts; cave editor and game module. Using the editor, you can create full size caves with all the features of the original games. The far right of the screen shows a menu of items and options. Choose the feature you want and 'paint' it on the screen. Each cave is larger than your screen, but by pressing 'F' on the keyboard the whole cave can be viewed. Use this facility to select the portion of the cave you want to work on.

When you've placed all the objects in your cave (don't forget the entrance and exit), you can set up the clocks and timers. You'll obviously want to set the cave completion time, but you can also set times for amoeba growth and magic wall 'milling'. You'll need to set values for the diamonds too, and set the quantity needed before the exit opens.

Having done this, you can proceed to test your cave by selecting the 'T' icon. In test mode, you control Rockford in the normal way, moving boulders and collecting diamonds. If you want to change something, simply pressing Run/Stop takes you back to the editing screen.

When you're satisfied the cave is tough enough (but completable), you'll want to save it. The Construction Kit's filing system is good. A full set of commands allows you to format a disk, rename files, load and save caves etc, and also lets you save on cassette.

When you've designed enough caves, you can set up a game. A game is simply a list of caves in the order you wish to play them. After selecting the game option, the screen clears leaving you with a list of all the caves on your work disk on the right-hand side of the screen. Use the cursor to select a cave, move the cursor to the left-hand side of the screen, choose where you want that cave in the list and press the button to place it.

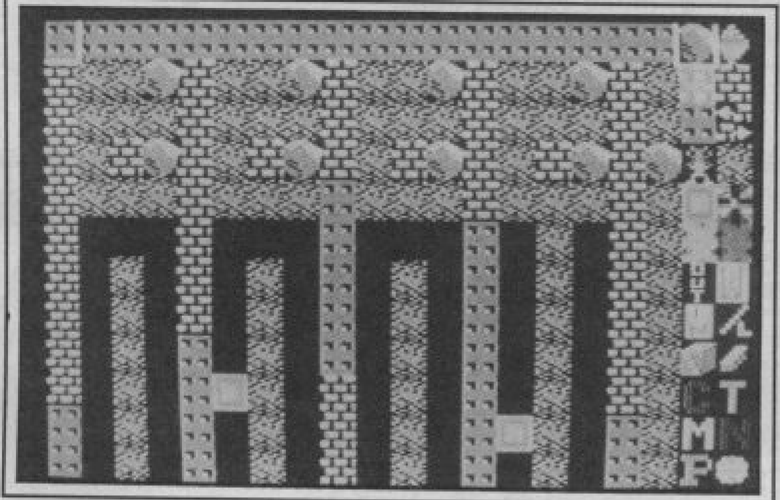
When you've got your list, save it! Your list can have as many caves on it as you like, and you can repeat them if you want. To play the game, you'll have to power off and re-load, so make sure you've saved off any caves or lists.

The game module is slightly different from the usual. Before you can play, you need to enter the name of your list so the program can load in the appropriate caves. After this is done, it's indistinguishable from the real thing!

When you realise this kit comes complete with *Boulderdash Four*, sixteen original caves that you can play, edit and re-arrange to your heart's content, then you'll know this is a great package for Rockman fans.

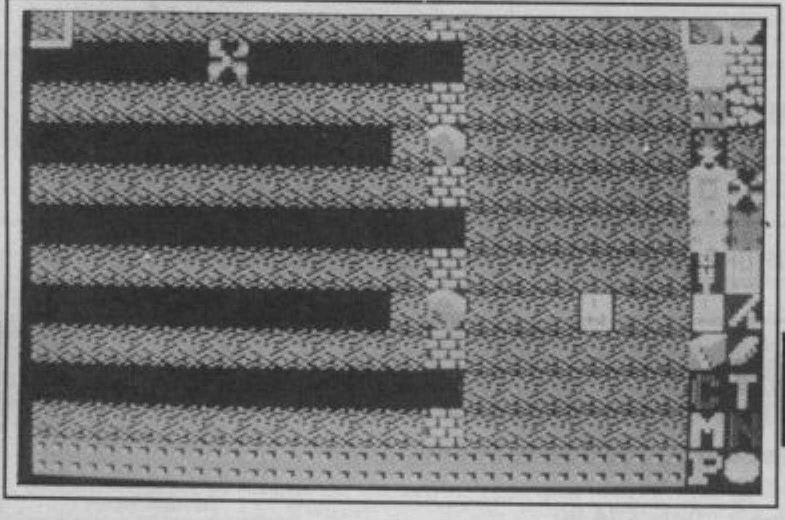
Boulderdash Construction Kit is undoubtedly the best thing that could happen to me. Gone are the sleepless nights and the nightmares (worse), no more will I risk losing my job, and my wife is speaking to me again! It's in the shops, it's getting near Christmas, go out and buy it!

Fred Reid



▲ Backgrounds are selected with a cursor from the list on the right of the screen.

▼ Rockford's construction set is a must for fans of the rocky game.



	Rating (1–10)
Graphics	9
Sound	4
Toughness	8
Endurance	9
Value	9

9 Overall

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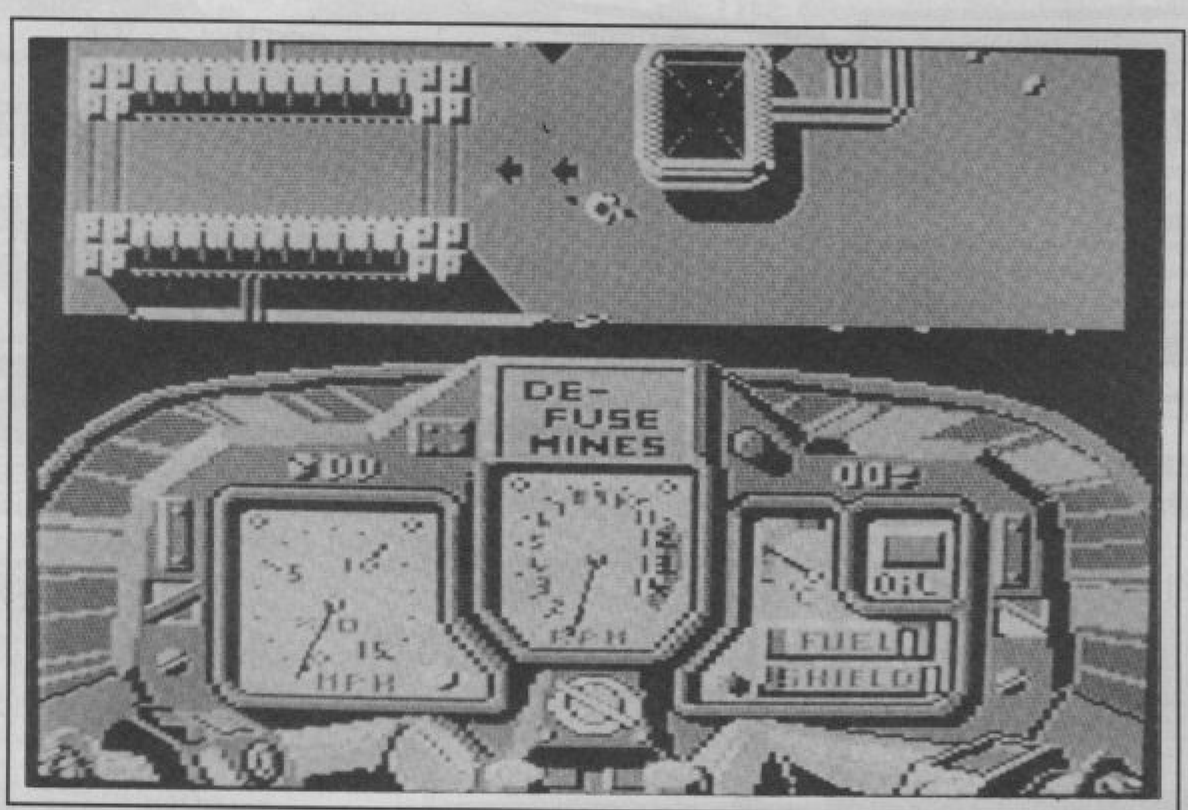
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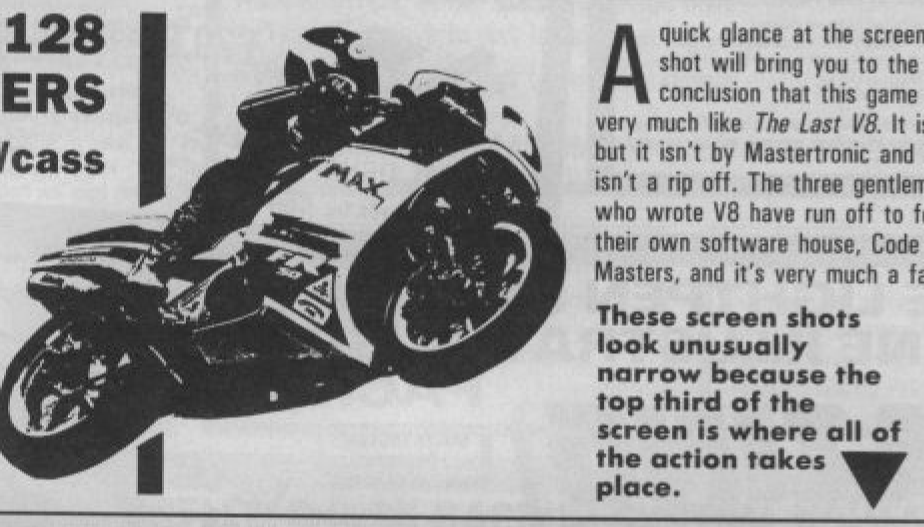
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The Last V8 on two wheels. Or, more accurately, how to earn mega-bucks by launching the same game twice.

RED MAX

64/128
CODE MASTERS
Price: £2.99/cass



A quick glance at the screen shot will bring you to the conclusion that this game is very much like *The Last V8*. It is, but it isn't by Mastertronic and it isn't a rip off. The three gentlemen who wrote V8 have run off to form their own software house, Code Masters, and it's very much a family affair, two brothers and their father. Programming son Richard Darling has a bit of a bike fixation so, as you might expect, there's one in *Red Max*.

Your friends have been captured and are being held in suspended animation for one reason or another. Get on your powerful Red Max motorbike, and go and rescue them. But if you've played *V8* you're going to know that it's not going to be easy.

There are three tasks you must complete before you can get your friends back safe and sound with you. The first is to de-activate twenty-seven fissure mines. De-activating them is easy but reaching them all is not because of the various different laser traps you have to get past. Of all these devices only one lets you survive if you collide with it. That one is the laser fence. If you go through it at a fast enough speed you can survive and will get off with just a delapidated shield.

The second task is to turn on eight back-up nuke-core cooling systems. You must also shutdown four power plants. But remember you can't shut down any power plants until you've finished with the cooling systems.

The third and final task is to re-animate the nine crew members. Which I . . . er, haven't quite reached yet.

The two biggest similarities between this and *V8* are obviously the graphical layout with its small screen representation, and the toughness. Like its earlier counterpart *Red Max* is incredibly difficult (anyone who sends Play to Win a map will probably get an O.B.E.) I am stuck on the second level!

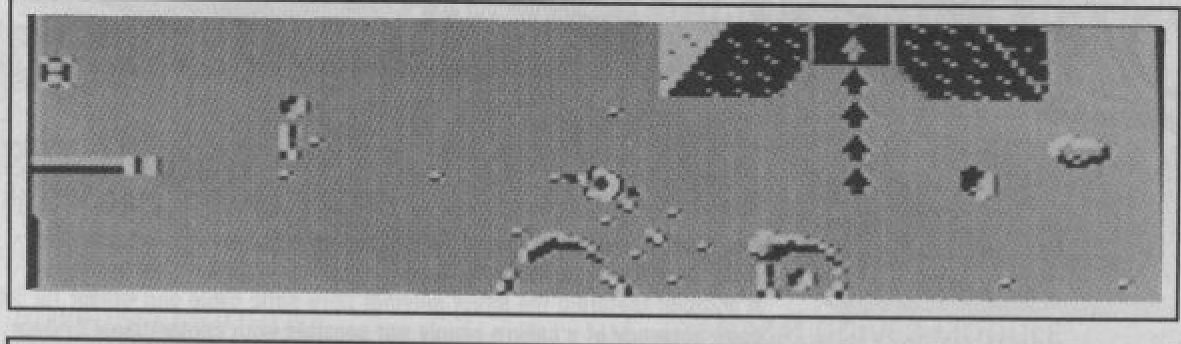
One of the best things about the game is the control method, due to the size of the small screen you cannot see very far in front of you. So, when you go at a fast speed it is incredibly dangerous.

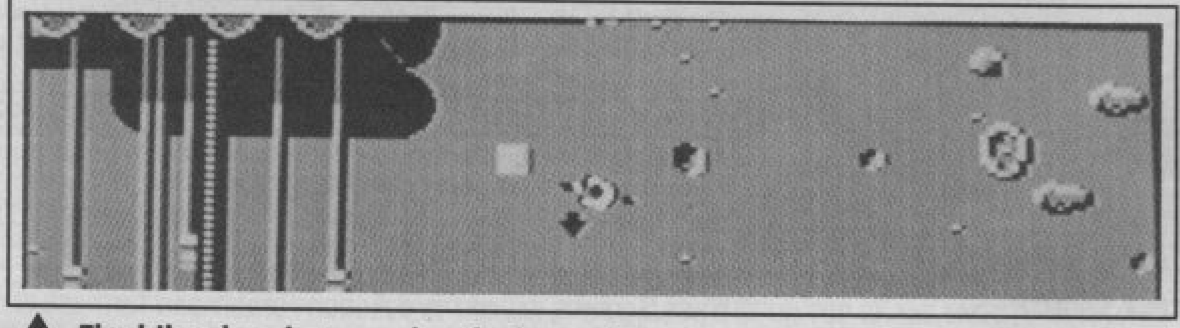
Red Max as you can see, looks very nice. The scrolling is faultless and very fast too. The sound is also quite good.

I'm looking forward to more budget delights from those masters of code.

Ferdy Hamilton

These screen shots look unusually narrow because the top third of the screen is where all of the action takes place.

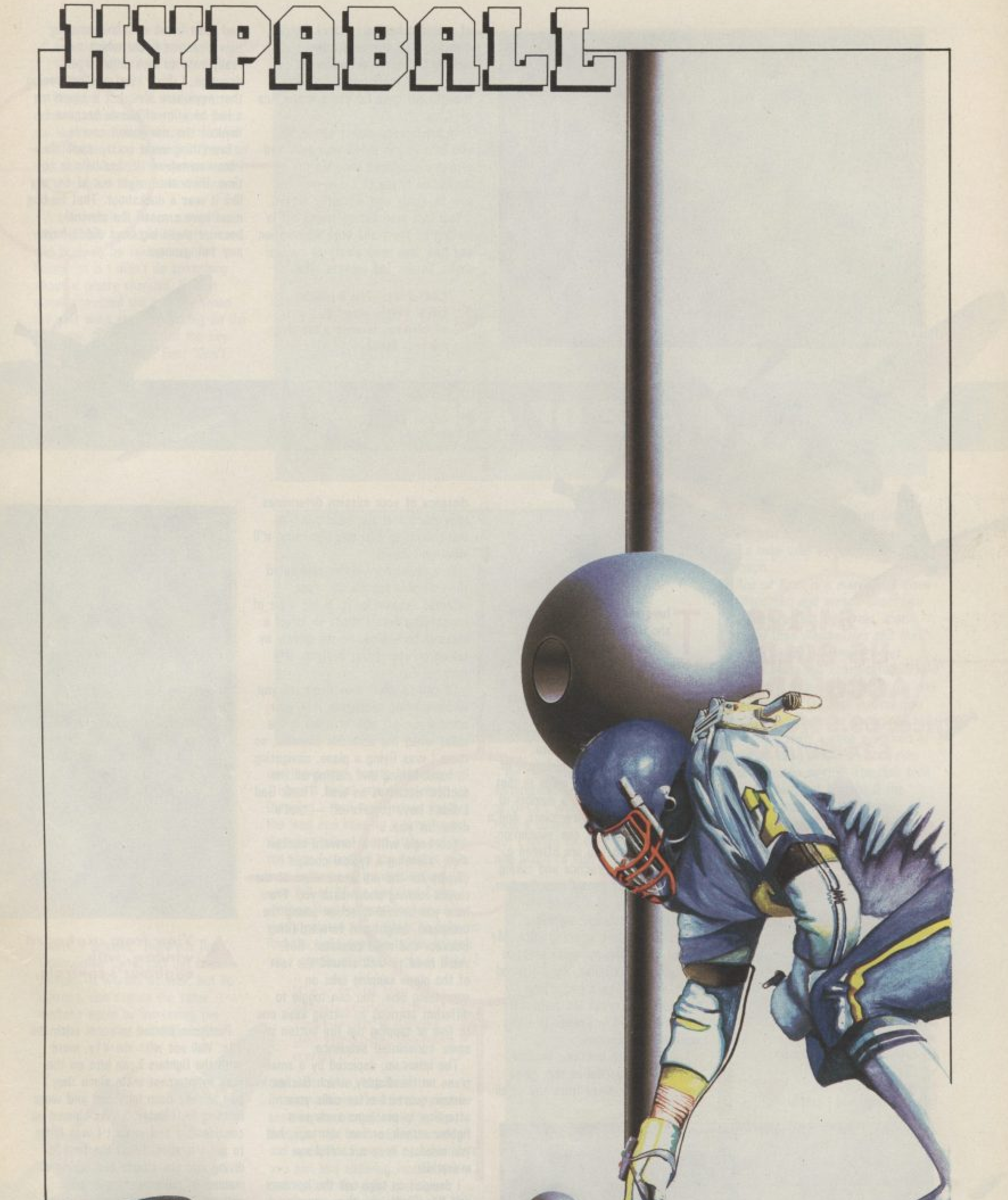




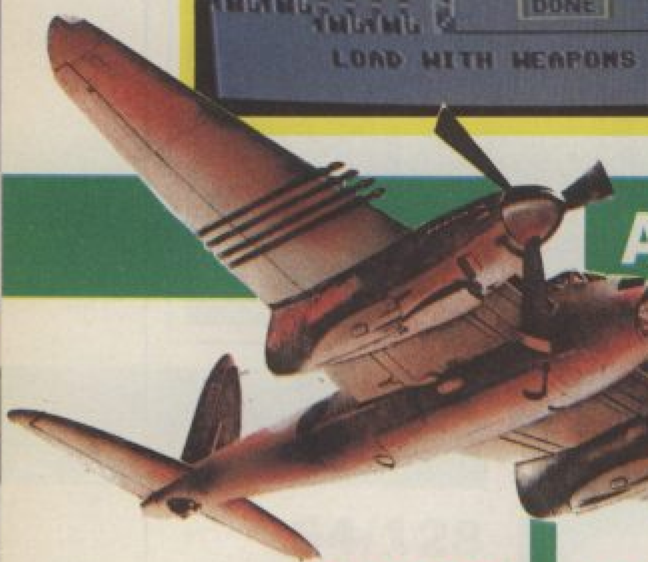
The biker heads towards a fuel capsule.

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

7 Overall


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Screen Star

There seems to be that spirit of the Blitz knocking around in the software industry currently — it even seems to have spread to the US. I'm talking about the number of WII simulations and arcade games around at the moment.

Ace of Aces is a cross between an arcade game and a Mosquito simulation. It's most reminiscent of Sydeney's *Dambusters* game in that it gives you a mission, a number of different tasks and viewpoints, and a combat game all in one simulation.

To begin with you are offered a choice between practice and taking on a mission by your Group Captain, depicted neatly as a figure with a handlebar moustache tapping a blackboard with a pointing stick. My advice is to dispense with practice as rapidly as possible, since I found what seemed like a bug which caused me to crash too frequently into the ground — I never had this problem on missions.

And it is with missions besides, that the true appeal of this game lies. You can choose from any or all of stopping bombers attack London, downing V1s, bombing trains and sinking U-boats. Taking the lot on gives you a fairly heavy schedule though, but does let you become Ace of Aces.

An intelligence report scrolls up and tells you in detail your task and a map is produced showing the respective bases of the enemy for you to study and inwardly digest.

Your last stop before taking off is loading up the plane with ammunition and fuel. You need plenty of cannon shells, bombs and rockets. The distance of your mission determines how much fuel you need and you don't want to overload otherwise it'll slow you down.

Your preliminary duties completed the scramble sounds and your selected mission loads. Being a bit of an airborne hero I chose to inflict a massive body blow on the enemy by taking on everything in sight. *(My hero — Ed)*

Of course what they don't tell you in the briefing session is that your aircrew are off sick or were in the toilet when the scramble sounded, so there I was flying a plane, navigating it, bomb-aiming and making all the tactical decisions as well. Thank God I didn't have to take off — that's done for you.

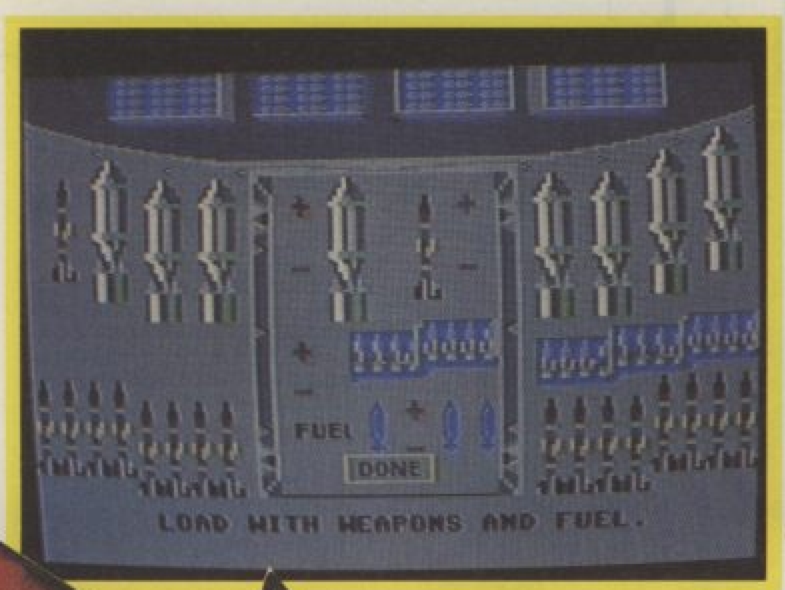
You begin with a forward cockpit view, showing a typical cockpit display for the era and a view of the clouds rushing underneath you. From here you control direction (using the compass), height and forward-firing (rockets and nose cannons). But you'll need to flick around the rest of the plane keeping tabs on everything else. You can toggle to different stations by hitting keys one to five or tapping the fire button in some convoluted sequence.

The intercom, depicted by a small plane on the display which flashes in certain quarters often calls your attention to problems such as a fighter attack, or fuel shortage, but you need to keep a careful eye on everything.

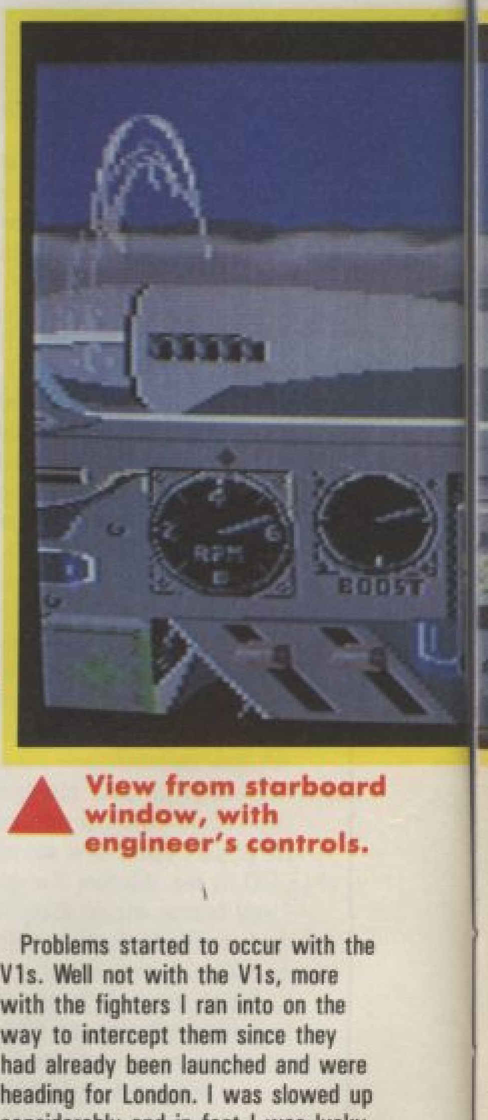
I decided to take out the bombers and V1s first since they were closest, and would make their targets more quickly. My compass had been fitted with this amazing new direction finder which made it really easy to lock onto target direction. I don't ever recollect seeing that anywhere else, but it saved me a hell of a lot of hassle because I flunked the navigation course.

Everything went pretty smoothly — I was on top of the bombers in no time. Blew them right out of the sky like it was a duckshoot. That flu bug must have crossed the channel because those big boys didn't have any tail gunners.

Problems started to occur with the V1s. Well not with the V1s, more with the fighters I ran into on the way to intercept them since they had already been launched and were heading for London. I was slowed up considerably and in fact I was lucky to get out alive. I lost the first by diving into the clouds and taking all manner of puke-inducing evasive actions. The second was not to be shaken off so a desperate dogfight ensued which ended up with a head-



Load up the bomb bay with shells, rockets, bombs and extra fuel.



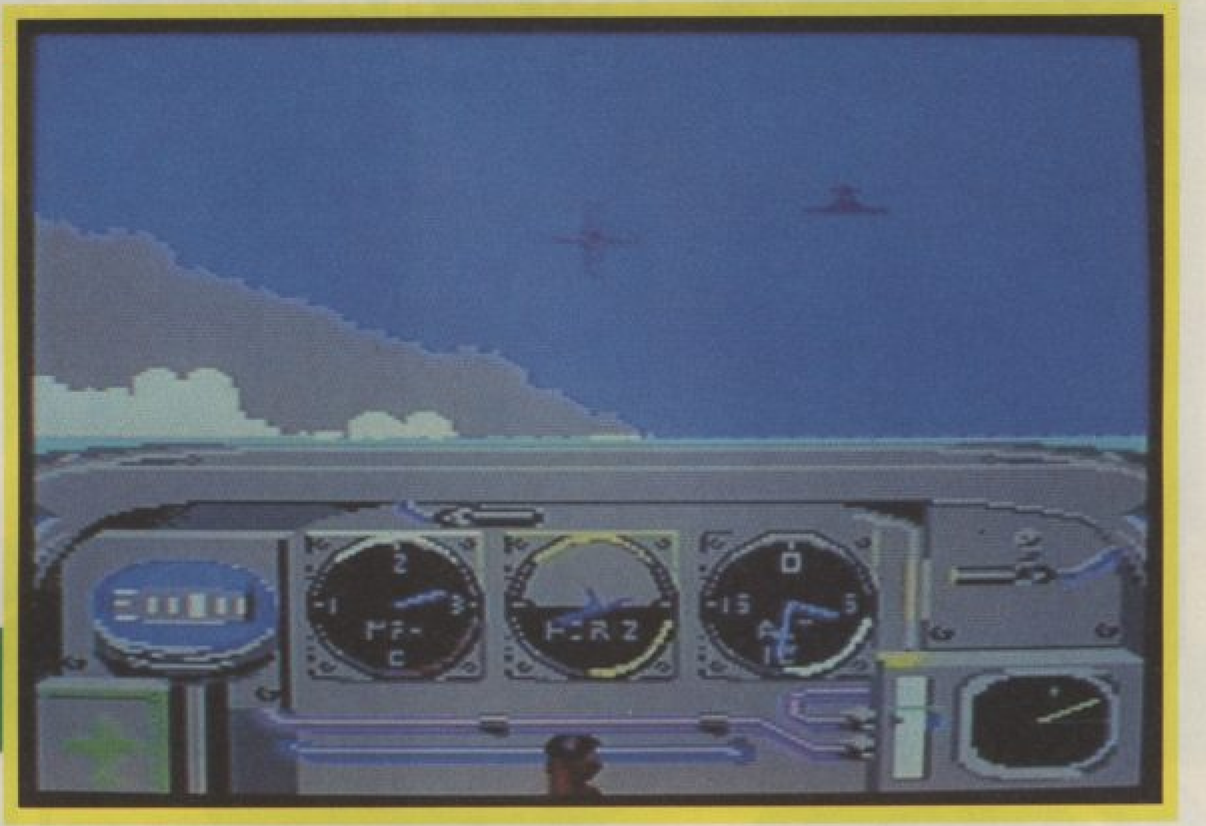
View from starboard window, with engineer's controls.

Group Captain Smedley helps you select your mission in the briefing room — 'wish Ginger would put that blasted pipe out!'



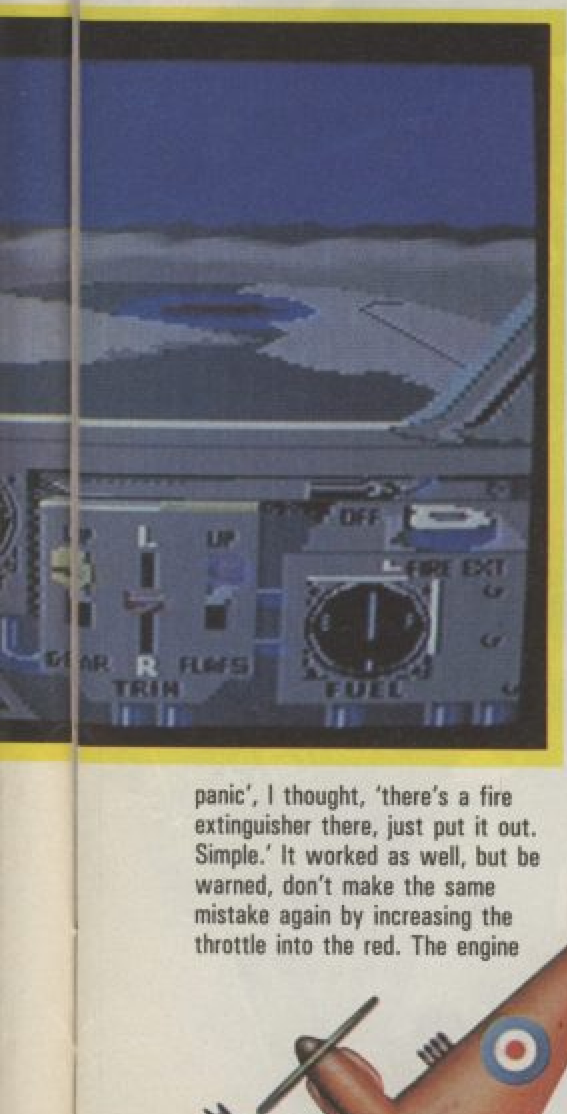
Screen Star

Forward view with an enemy fighter crossing your bows, let him have it.



on Mexican stand-off. Keeping my nerve I waited until he flipped into my sights and fired a burst into his nose. He blew up instantly. Chew on that Adolf! Trouble was I think a V1 got through — hope it missed my house.

A quick switch to my navigation map told me I was wildly off course and likely to be taking tea in Edinburgh if I didn't do something about it pretty sharpish. I'd just about corrected the problem when my port wing started flashing on the intercom. A quick flick of the key and I found out why. Fire! 'Don't

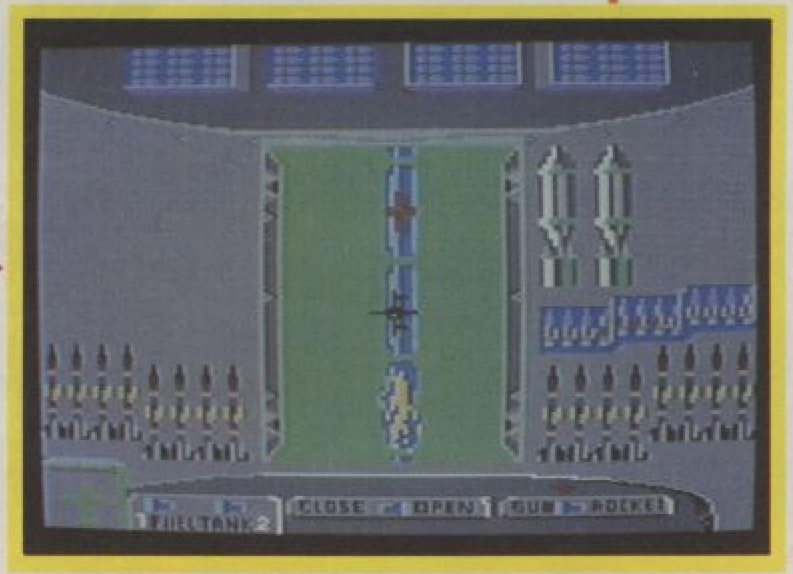




panic', I thought, 'there's a fire extinguisher there, just put it out. Simple.' It worked as well, but be warned, don't make the same mistake again by increasing the throttle into the red. The engine overheats and bursts into flames.

I had a lot of ground to make up. Dumping a fuel tank helped lighten the load and keeping a firm fix on direction helped me a little, but by the time I reached the train it was over halfway to its destination. It was full of POWs and Red Cross wagons, but fortunately Jerry had kindly painted all of them to help me find the right ones to bomb. It took me a couple of runs to get it right. I

View from the bomb-aimer's post. That train'll never get through. Bombs away!



overshot twice, but once the intercom flashed red in the plane's centre you can get ready to nip down to the bomb aimer's station and open the doors. A crosshair lets you aim and allowing for the delay I quickly had the right carriages burning away nicely. Well I did hit one Red Cross van, but I'm sure they wouldn't have lived anyway.

By the time I'd finished congratulating myself and dreaming of DFCs I was engulfed by fighters. I took a couple out and lost the other but I ended up way off course again and about to lose sight of the U-Boat. So it was a case of limping home and hoping that no-one gave me a hard time for letting that V1 through.

Ace of Aces is a marvellous blend of flight sim and arcade shoot 'em up. The graphics are great, more detailed than *Dambusters* and the game is realistic in many ways without being too complicated. Sound is excellent especially the engine and weapons effects. Just in case you don't feel quite brave enough to take on the job there's even a version of 'Land of Hope and Glory' to rouse your jingoistic spirits! The disk took ages to load, but I doubt if the cassette could be any worse, anyway — great stuff — tally ho cheers!

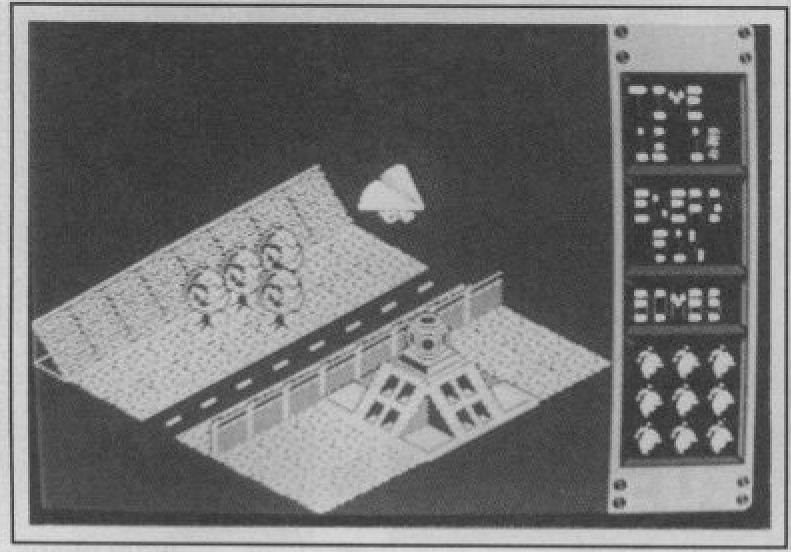
Mike Pattenden



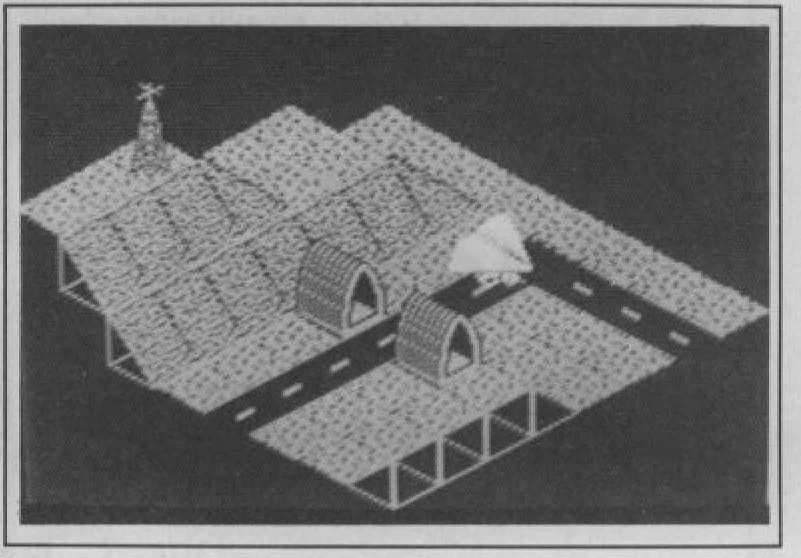
Graphics	1	2	3	4	5	6	7	8	9	10	8 Overall
Sound	1	2	3	4	5	6	7	8	9	10	
Toughness	1	2	3	4	5	6	7	8	9	10	
Endurance	1	2	3	4	5	6	7	8	9	10	
Value	1	2	3	4	5	6	7	8	9	10	

Screen Star


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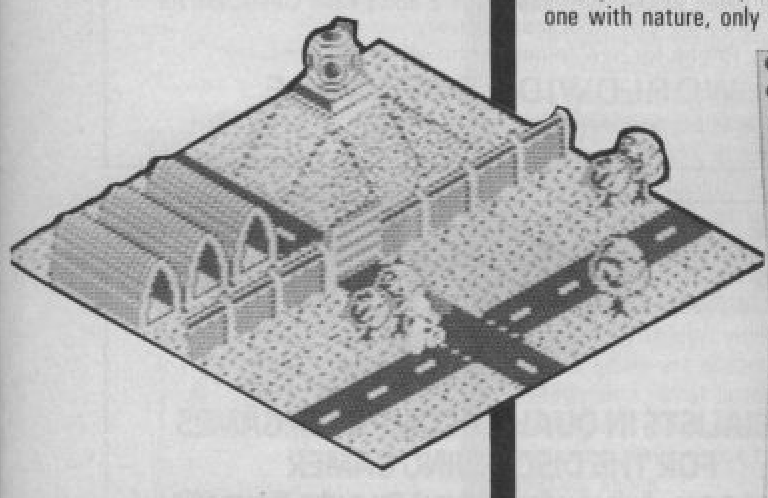
Watch out, you're flying over a defense laser.



Fly too low and you'll turn back into a bike.

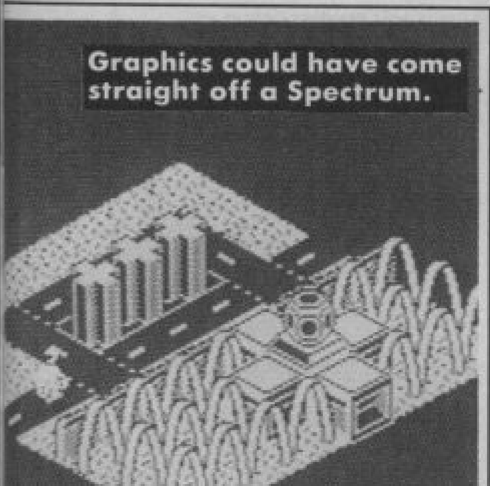
GLIDER RIDER

64/128
QUICKSILVA
Price: £9.95/cass





Biker waits at the gate, but he can't get in.



Graphics could have come straight off a Spectrum.

If you've not seen the Spectrum version of *Glider Rider* you could be forgiven for thinking it was some kind of unpowered flight simulator. Not so. Ideas of soaring through the stratosphere, being at one with nature, only you and the birds, not even engine sound effects to make the windows vibrate, forget it.

Glider Rider, theme apart, is in fact an Ultimate/Firebird type 3D landscape game. In other words the play area is composed of individual 3D landscapes in the fashion of games like *Rasputin* or *Cylu* or *Fairlight* or well, there's a fair list of them.

I'll get back to the descriptive stuff, in the meantime prepare for the hype. The inlay goes (this will probably sound better if you imagine it's Harrison Ford or Bogart). "You get a lot of time to think when you're gliding on the thermals. Mostly the feeling of flying like a bird makes them nice, thoughts, but everyone gets a little melancholy at times and this mission is enough to make anyone think hard".

Get the idea? Anyway, this geezer is a member of the 'Silent but deadly' squadron, a crack army unit (there's a joke in there somewhere if you look hard enough). His job is to penetrate the defences of an artificial island, HQ of the Abraxas Corporation, purveyor of fine firearms to anyone with enough folding stuff to get well tooled up.

Our hero is equipped in true 007 style with a hang glider which turns into a microlight which turns into a motorbike. Transformers might have been a more appropriate title. You are deposited at a coastal site on your bike and from here you can scoot around the island from frame to frame doing a bit of reconnaissance.

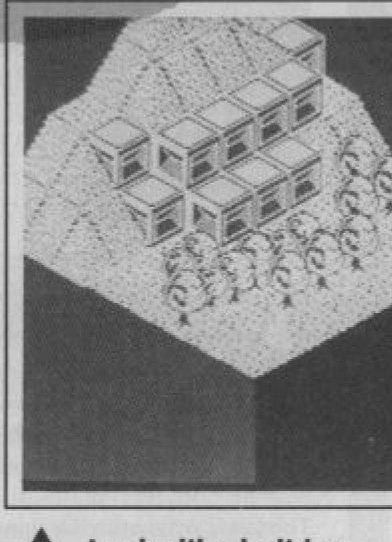
What you should be looking for are the unprotected nuclear reactors which provide the island's power. When you've found one it's time to soar into the heavens and drop hand grenades on it. As a matter of fact soaring into the air provided problems in itself. You have to find a slope, drive your bike down it at speed, then go into a quick U-turn. If you did that in real life you'd probably end up breaking every bone in your body, in make-believe land it turns your bike into a hang glider.

Being airborne is quite a laugh. You can fly out over the sea, (don't go too low or the sharks will get you). You also have to pick a fairly safe flight path or you'll be brought down to earth with a bump by the defence lasers, losing a lot of energy in the process.

The final objective is to destroy all the buildings and power plants (extra bomb caches can be found secreted in various places) then escape on the microlight and rendezvous with a waiting submarine.

Glider Rider has potential as an idea, but the game falls short for a number of reasons. The Spectrumesque graphics are difficult to make out, the landscape is very detailed, but lacks substance as does the character. While it's great fun to fly around, the experience is, at least initially, very short lived because you either land involuntarily or get shot down. It would definitely pay to map it out, but personally I didn't find the game inspiring enough to make the effort.

Ken McMahon



Looks like holiday villas in Benidorm.

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

6
Overall

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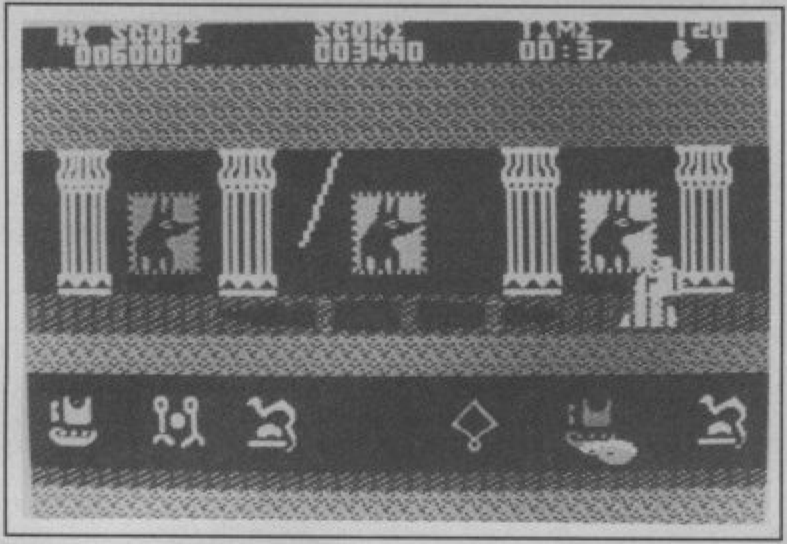
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◀ **Looks more like an Egyptian tomb than the Underworld.**

● ORPHEUS IN THE UNDERWORLD

64/128
ALPHA-OMEGA
Price: £1.99/cass



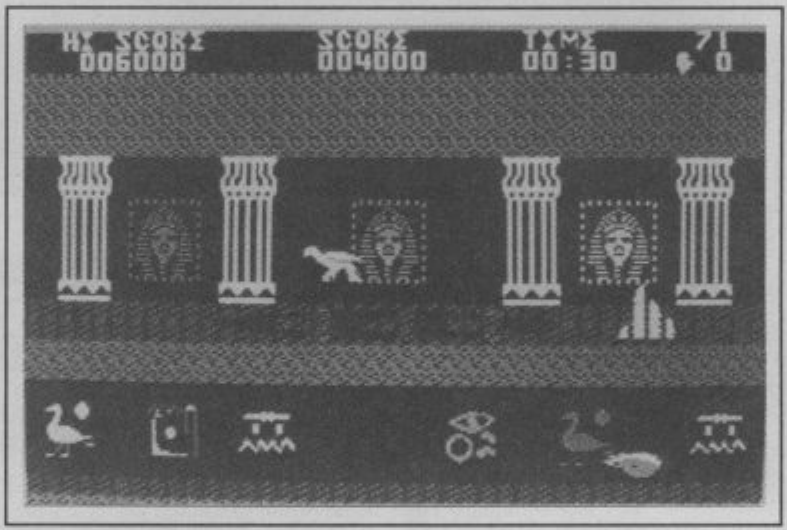
From the same Elisian stable responsible for the diabolical *Hercules*, now comes *Orpheus in the Underworld*, another merciless pillaging of Greek mythology.

Surprisingly, *Orpheus* is actually better than the earlier game. For starters, the programmers have kicked into touch the notorious Random Access Principle, which made *Hercules* so frustrating, and instead have opted for the traditional return-to-base ploy whenever you lose your meagre three lives.

The graphics are an improvement, too: there are more of them and this time they bear some marginal resemblance to the objects they represent (no more fireballs deceptively masquerading as ice-cream cones). The corridors of the Underworld are decked out with ornamental scarabs, jackals, mummies and other creatures from Egyptian mythology, while the tunnels below are decorated with hieroglyphics. What in Hades all this is doing in a *Greek* legend is something which doesn't even bear thinking about.

The screen is split horizontally, with holes and ladders connecting the corridors above to the tunnel passage below. Across the top of the screen is displayed score information, time taken, lives remaining, and current room number. This last starts reassuringly enough at '1', but moving Orph left reveals the distressing news that there are 120 chambers to be explored. The playing area is therefore continuous, wrapping around to end where it started.





▲ **120 Chambers to be explored and they all look like this.**

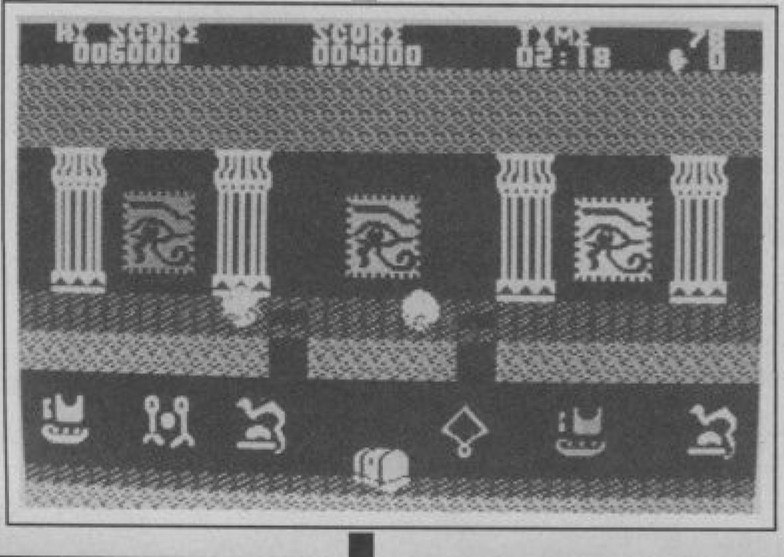
But though you travel through consecutive rooms on the upper level, if you brave the tunnels you notice that you'll miss out every other room, travelling instead through chambers 2, 4, 6, and so on; or alternatively, through chambers 1, 3, 5, etc, all depending on the number of the room in which you descend a ladder. This can be both advantageous and annoying — you can cover more ground this way, but also accidentally skip the one room which takes you back to the upper level.

All the screens appear to consist of the same type of hazards in different combinations. Snakes, pointed stakes, flying things and yawning chasms all bring about your untimely death, while an encounter with the rolling stones will deplete your hard-won score. Once you lose a life, you always rematerialise on the righthand side of the screen, so the occasional sacrifice while travelling right will get you over some tricky obstacles. There are bonus points and extra lives to be found.

As I said, *Orpheus* is better than *Hercules* but only just. Dedicated nutters who spend their entire lives playing games like this are the only people who are going to derive any pleasure from it, and if you regard chasms and holes as the pits then leave well alone.

Don't expect any help from the cassette inlay either. Save for some vacuous blurb and the loading instructions it's useless, so joystick-less 64 owners have to play Hunt the Keys before they can get started (try keys A, W, 4 and Return, boys!). I don't know about you, but I find that kind of lazy approach to game instructions off-putting and pointless, even in a budget game. Maybe when Alpha-Omega bring out *Jason and the Argonauts*, complete with Chinese mythology and music from Mary Poppins, they could drop the irrelevant plot synopsis, and tell us how to play the game instead.

Bill Scolding



◀ **Encounter with the rolling stones means instant death.**

	Rating (1–10)
Graphics	5
Sound	5
Toughness	6
Endurance	6
Value	6

6 Overall



Ferdy approaches the bottle bank with a pathetic one empty to his credit.

seem to agree with what you're doing. Pretty sadistic people they are too, catch you and they'll mow you down.

You control your skateboard via the joystick; using left and right as the directional controls, and forward to crouch down on your board and speed-up. Fire will let you jump in the air, which is very useful for avoiding the chickens, and the oil slicks along the way.

Not all of the drivers you meet are against you some will ask you nicely to get out of their way before you get knocked down. And, as if that isn't nice enough they will leave out a bottle of the world's most popular soft drink, on their bonnet, so you can guzzle it and keep the empty for your bonus.

At the end of each level you reach a bottle bank into which, your empties are chucked and your bonus added. The length of your game depends on your health and you lose

● STREET SURFER

64/128 MASTERTRONIC

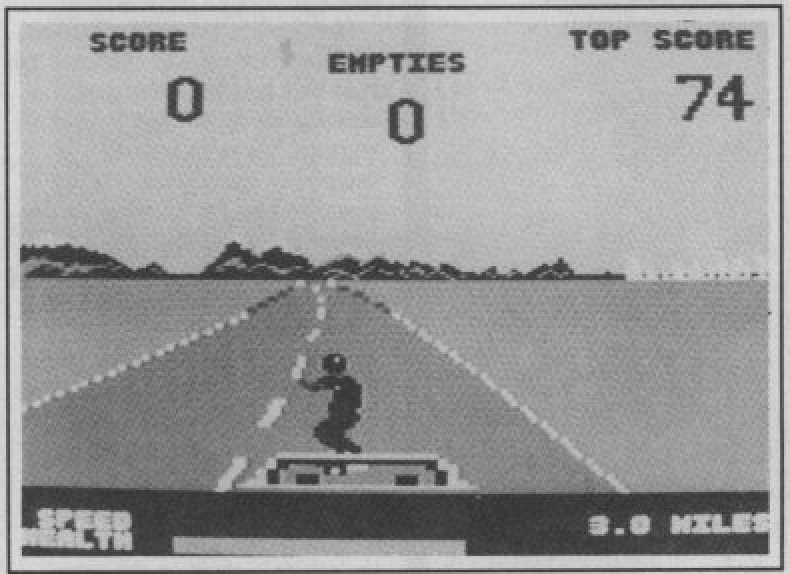
Price: £1.99/cass

There must have been a time in everyone's youth when they've donned their pads, and oiled up their Krptonites and gone down to the bowl to burn up some lame dude.

Those of you who didn't understand a word of that, are more than likely the "lame dude" in question. Because this is a game for skateboarders! I expect most of you self-respecting delinquents have probably owned a skateboard at one point in life. You did, I know you did).

Mastertronic seem to be pretty keen on skateboarders and have a rather idealistic view of what they do in their spare time. You see, the object of this game is for the skateboarder to pick up as many empty Coke bottles off the side of the road as possible. Whether Mastertronic are trying to enforce the "Keep Britain Tidy" law on thirsty gamers is anyone's guess. My feelings though, is that a large Coke. . .whoops! I mean Cola manufacturer has added Mastertronic to their over-budget advertising campaign, could this be because they failed to get Tina "Middle-aged" Turner? Who knows.

The game is a bit like the run of the mill racing simulations, the road in front of you swerving in all directions, à la Pole Position. The object is to pick up as many empty Coke bottles as possible but this is complicated by people who don't



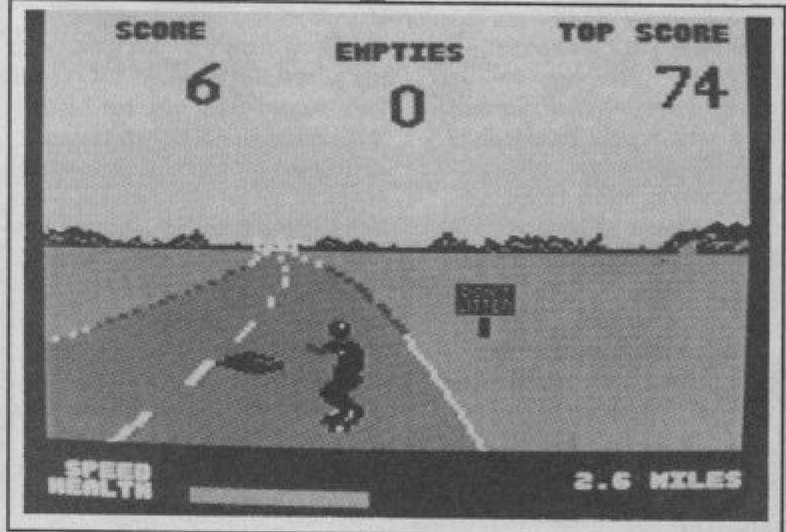
The car with the cola edges up to our skateboarder.

a proportion of your health every time you are hit — though knowing the rotting capabilities of the stuff, perhaps it should have been teeth that you lose.

Graphically this is very drab — using that unoriginal racing-game type view. The sound on the other hand is a funky little ditty which helps you to persevere with this. *Street Surfer* is reasonable fun but like most cheapos popularity will quickly start to slide.

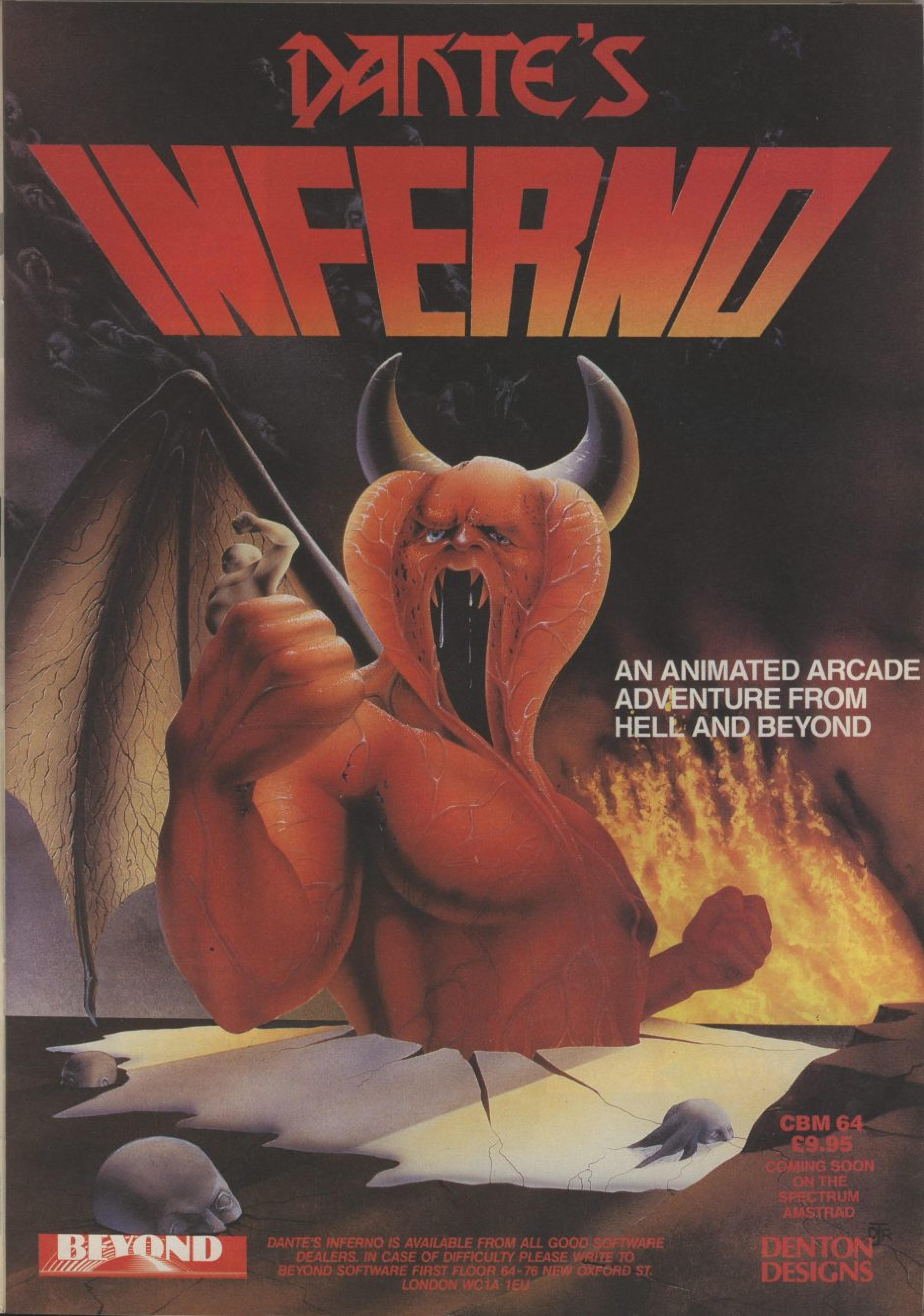
Ferdy Hamilton

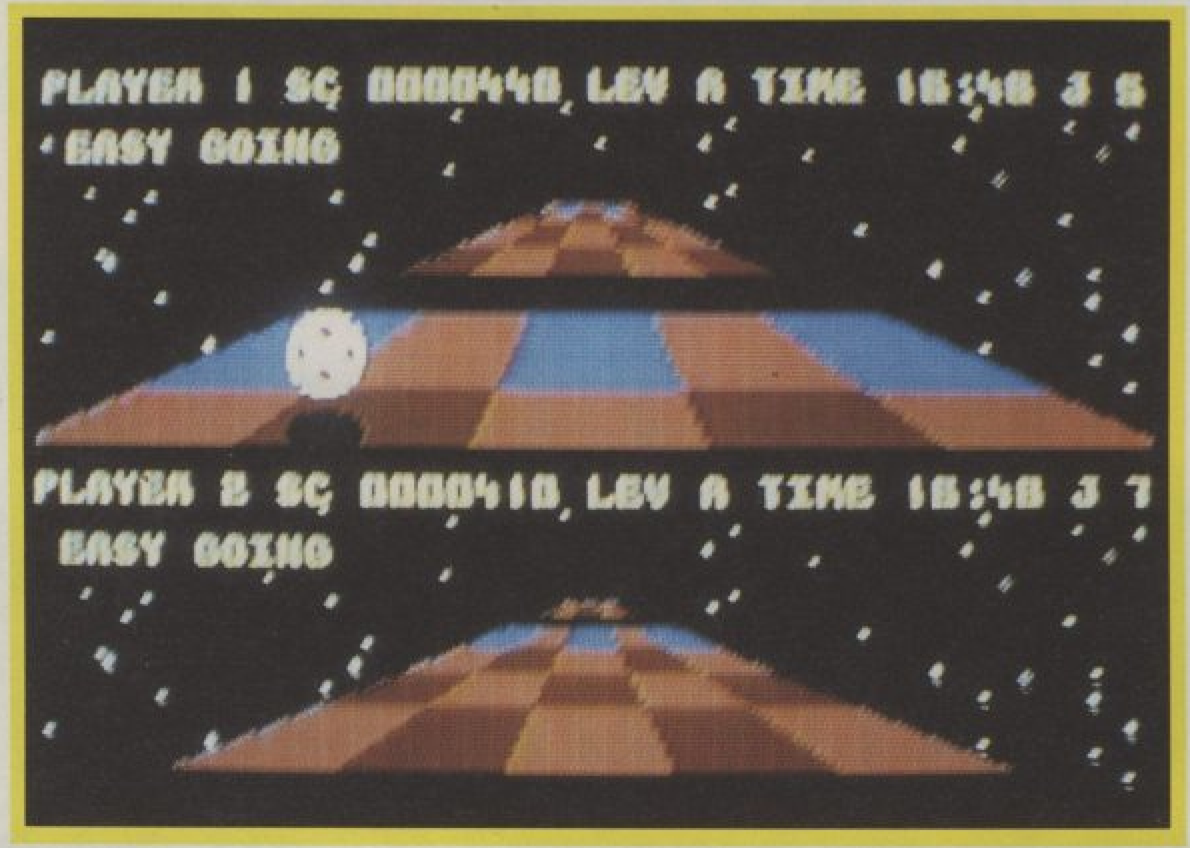
Oh dear, oh dear, no empties and a nasty oil slick to cope with as well. Street Surfer is a bit like Pit Stop on a skatebaord.



Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

7
Overall

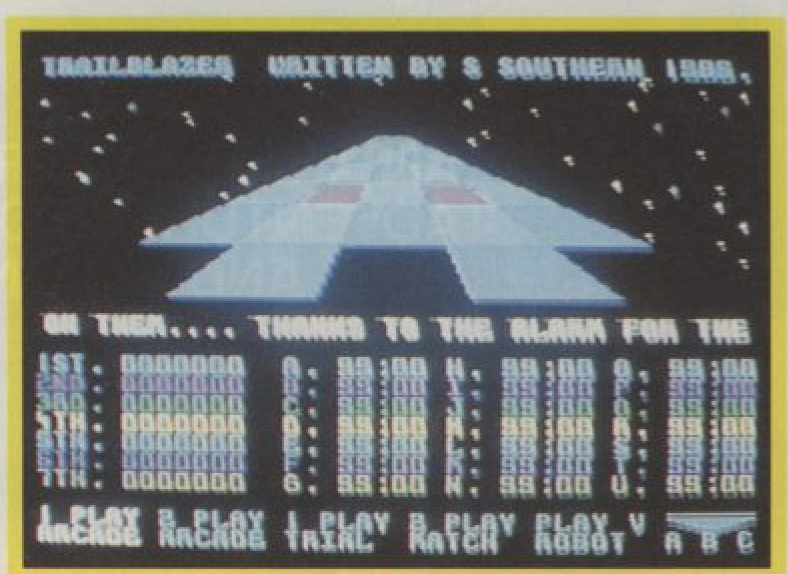

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Avoid the red squares, they just slow you down.

TRAILBLAZER

Screen Star



White squares make you warp.

64/128
Gremlin Graphics
Price: £9.95/cass

Screen Star

There is a word in the English language that is grossly over-used, especially in the software industry. That word is .... addictive. Software companies use this word to plug almost every game they release. Reviewers use it to describe any game that's half-decent. Every now and then we forget what this word really means. Gremlin have kindly given us a reminder, *Trailblazer*.

This is about as close as you're likely to get to addictive. I just can't put the bloody game down.

The game itself plays quite originally, although you can't help to notice that it took almost all its inspiration from *Bounder* and maybe a little from Activision's *BallBlazer*

You must guide a football along a trail in deep, deep, space. This may seem a strange thing to want to do but it makes a fun game all the same. The trail is made up of loads of different coloured squares. If you wish, you can jump over some of the squares, but this is not always necessary. Here is a short but sweet guide to what the squares do.

Blue squares

These are definitely the most practical squares. They give you a good hard bounce, which is a great help in avoiding the many black holes around the place. The blue squares appear regularly.

Black squares

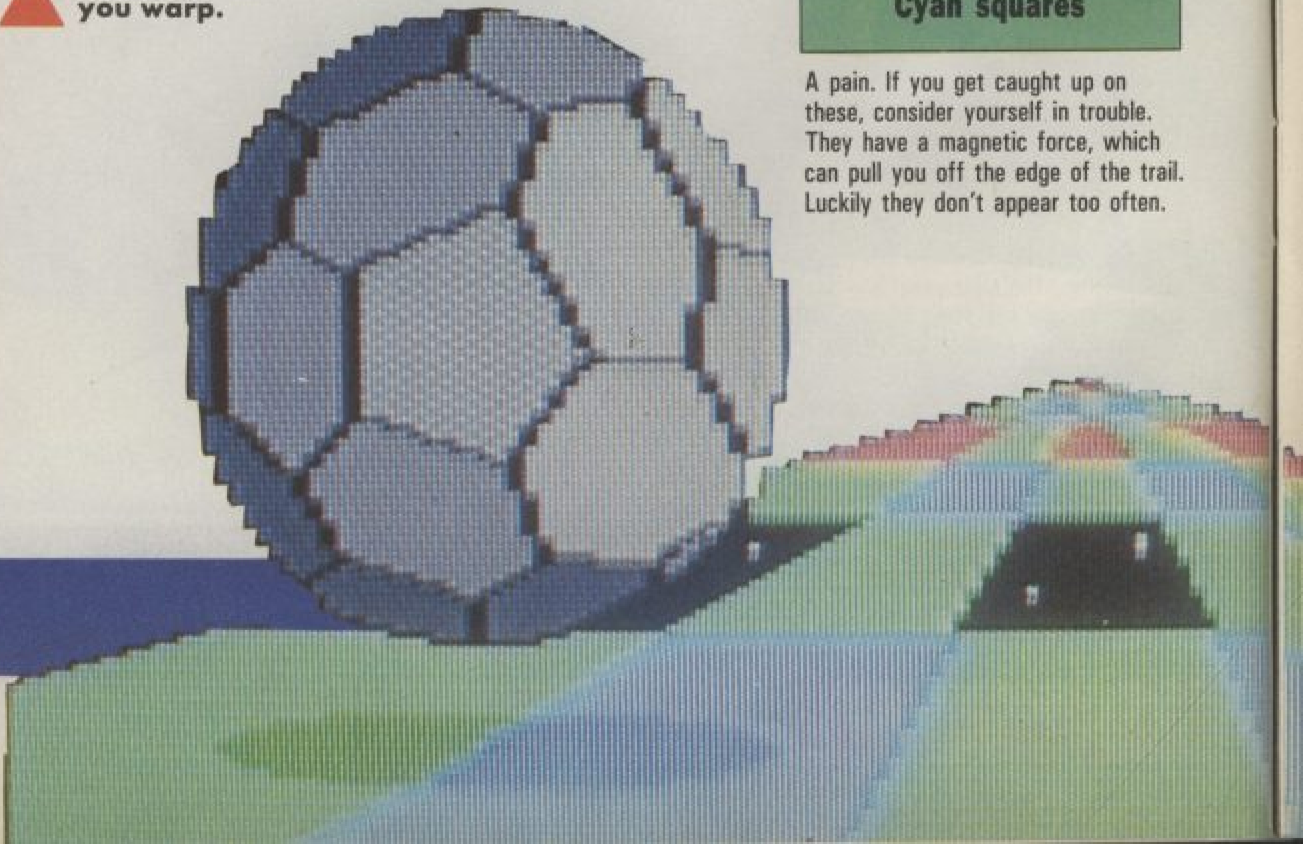
Avoid at all costs. There are millions of these just waiting to be fallen down, and waste your precious time.

Red squares

A pain. They just slow you down. Try to avoid.

Cyan squares

A pain. If you get caught up on these, consider yourself in trouble. They have a magnetic force, which can pull you off the edge of the trail. Luckily they don't appear too often.



Screen Star

Green squares

Handy these. They give you a nice little boost of speed.

Grey and Brown squares

These are just normal play squares (thank goodness!)

three robots, each of different difficulty, but each one willing to knock you off the path.

Trailblazer scrolls extremely fast, towards you — a very effective piece of game design. It is this 3D speed that sets *Trailblazer* apart from *Bounder*. Another major improvement on *Bounder* is that it has twenty-one levels, far more than *Bounder*.

You are allowed seven jumps per level. Any jumps that you don't use on a level will be added to your next one, but you can only have a maximum of nine jumps at any point.

Time is very precious in *Trailblazer*, so it's best to save as much as

the old electronic game *Simon*. (Remember that?)

First you watch the ball jump onto three different squares, and then you must copy its exact movements. Get it right and you will earn yurself a thousand points, then the ball will go on to do four squares which you must copy, and so on. Just like Bounder!

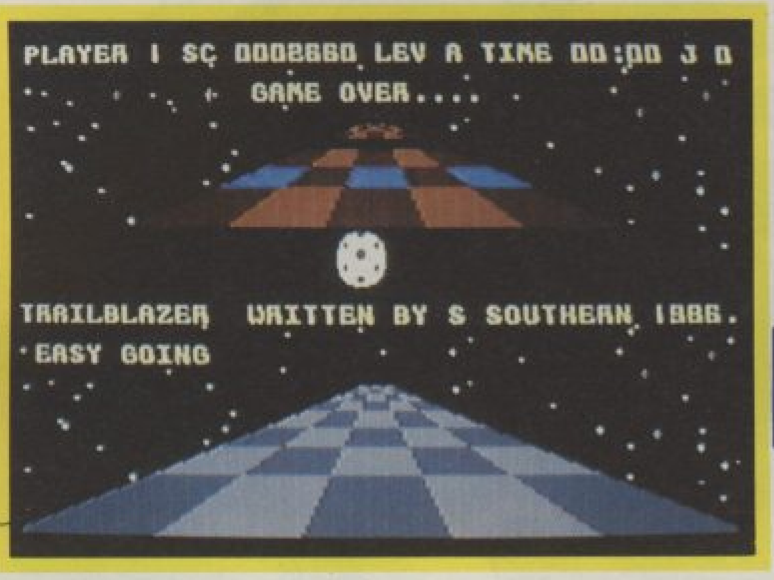
It's extremely hard to put into words what's so special about *Trailblazer* without using spent cliches like 'addictive' or whatever.

All I can say is you won't rest until you've reached the last level.

Trailblazer is more evidence of Gremlin's emergence as one of the best British software houses. Everything they put out nowadays seems to be pretty tasty, especially this.

Ferdy Hamilton





You're only allowed seven jumps per level.

Get a good hard bounce from a blue square.

Purple blocks

These are downright irritating. Hit one of these and prepare to be bounced violently backwards.

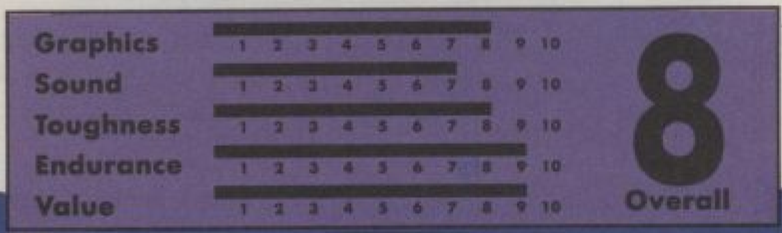
White squares

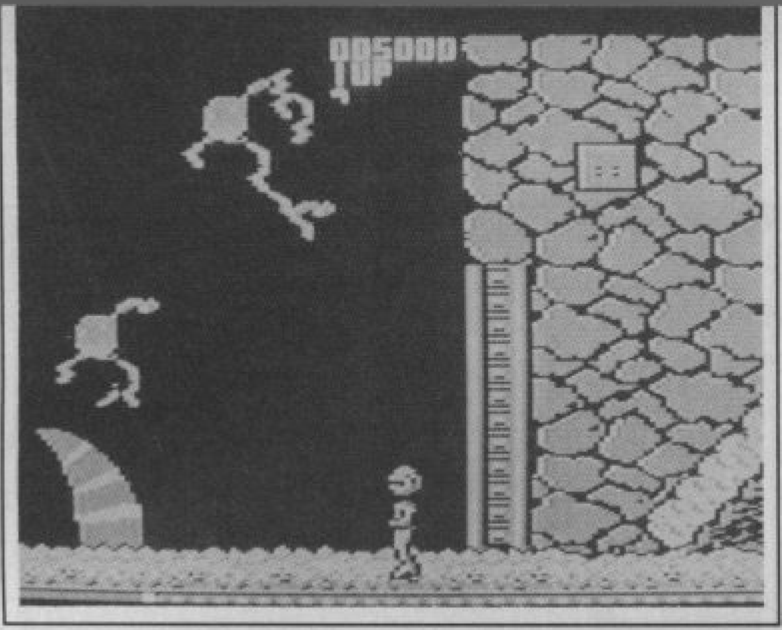
These are totally and utterly brilliant. Touch one of these and prepare to "Warp!".

"Warp!" is the speed of light, at which you will travel for a few seconds, or until you hit a nasty square of some sort. If you take a "Warp!" successfully you can finish the course in around five seconds. Good fun, but they are very rare.

If you take a look at the screen shot you will see that *Trailblazer* has a split-screen. (These are the normal two player arcade games. It has a one player trial which is a practice mode. It has a straight player vs player mode, without a time limit. Which is held over three courses. You can also play against a robot, well, possible on the easy levels so that you can use it on the more difficult ones. After every three levels, there is a bonus sheet which is similar to







Now that you've got your armour on, you can do some zapping.

● GALVAN

IMAGINE
64/128
Price: £8.95/cass



Any arcade conversion is something to look forward to, and since Galvan was recommended to me I was expecting great things. Unfortunately, either I have completely different game tastes, or this one is nothing like the arcade.

The plot is simple and somewhat insane. Galvan is the sole surviving member of the Cosmo police and his job is to eliminate just about anything that moves in an underground labyrinth below the planet Cyrep. Sounds like cosmic genocide but I suppose they deserve it!

On loading I was presented with a nice title screen accompanied by music. The music was very familiar, and I soon remembered that it was the same as *Parallax*, *Nomad* and many other Ocean games. Please Mr Galway, can't we have a new piece of loading music for each game?

When loaded I couldn't believe my eyes. The screen was showing the various credits for the game, and it looked horrible. Just as if I had typed them in "print" statements. If you don't understand what I mean then check it out for yourself. You soon will.

As if this wasn't enough, the music was terrible. This is too much. It couldn't get worse. Surely not.

I was wrong. My man fell to the bottom of the screen and I began to get attacked by various things. I say things because although the basic shape of these strangers was human, the heads were square, the arms consisted of huge blocks and the legs were like matches.

Having recovered from the beating, I trekked further into the complex of walls, stairways and bits of machinery, until I trod on a flashing 'P'. I changed instantly from a mere weakling dressed in blue and red to a knight, in shining armour and all that. Now let them guys hassle me.

Upon pressing the fire button, I unleashed a string of lasers which sent the enemy to an early grave. I was beginning to enjoy this. Then, as luck would have it I was thrown by a very sneaky flying eyeball and as I hit the floor I lost my armour.

Now that I was defenceless, the big brave baddies trampled me. One life gone.

I found another 'P', changed, and found another one. On collecting this, my lasers changed from simple dots to banana shaped missiles which seemed to be more powerful. This is more like it. It's necessary to keep collecting those P symbols to recharge laser energy.

The screen changed to a greeny colour and as I quickly collected two more 'P's I was confronted by a huge dragon-like creature, with three heads.

The creature started to blast me, so I returned his fire with my super-powered laser. He started to glow, and then, one of his heads vanished, leaving two remaining. My energy was running out fast, and he still had two heads, eash spitting lasers with deadly accuracy.

With all my strength I blasted, he was down to one head now and started to back away, knowing I was going to win. Suddenly he vanished, I had won.

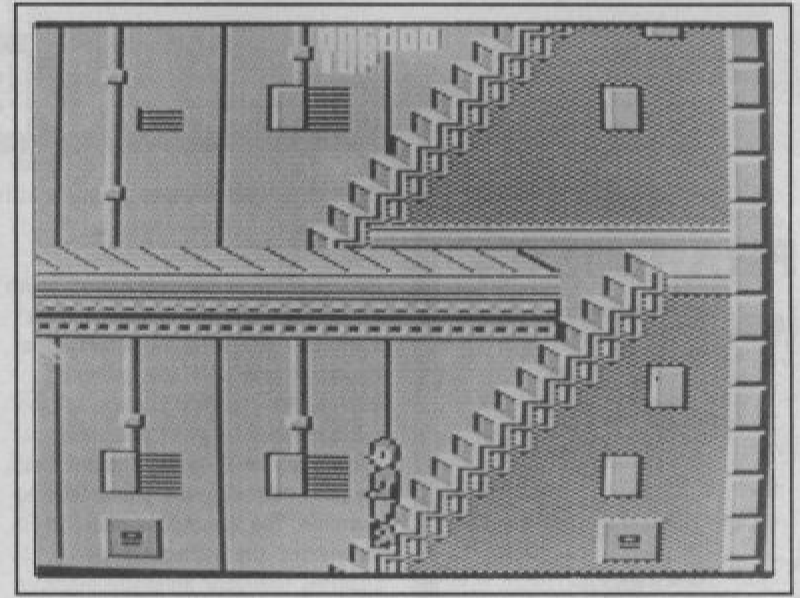
A door leading to the next level opened and I gathered up strength and charged through, ready to face a new challenge.

But then. Oh no! This level was similar to the first one, with barely any graphical difference. Is this going to be as simple as the first one?

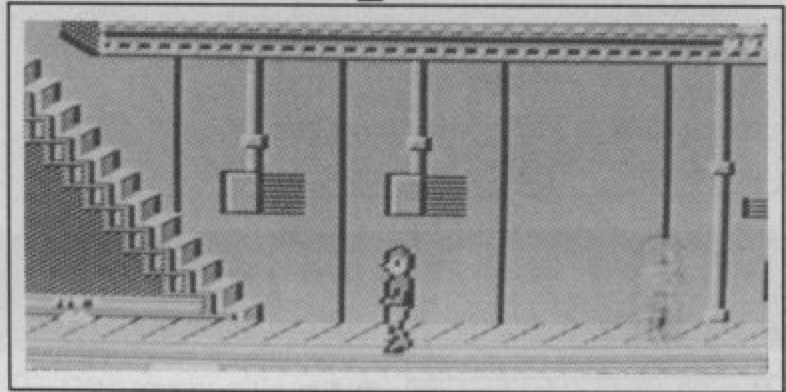
It sure was and after killing the dragon on this level, the game went right back to the beginning. I didn't believe it, nine quid for two screens of easy blasting is a disgrace.

It seems Ocean have forgotten the standards we 64 owners expect nowadays. This is a very poor effort that makes little or no attempt to cover up for the fact. A blatant rip-off.

Chris Cain

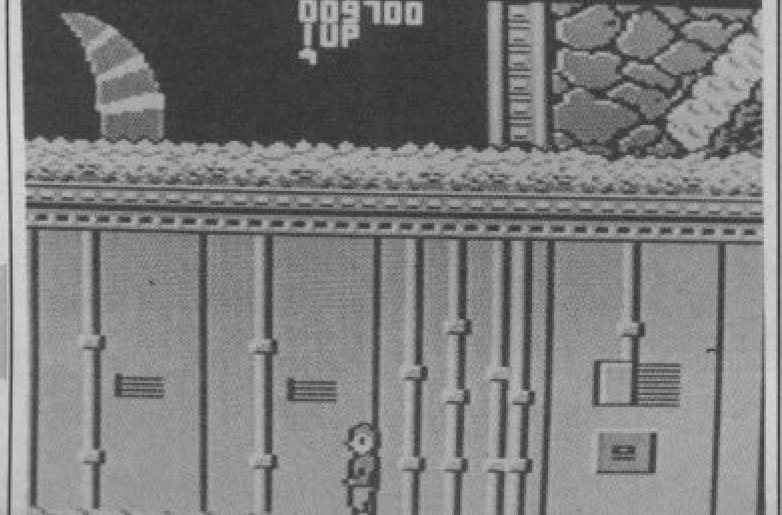


Oops, lost your armour again. Go and find another P.



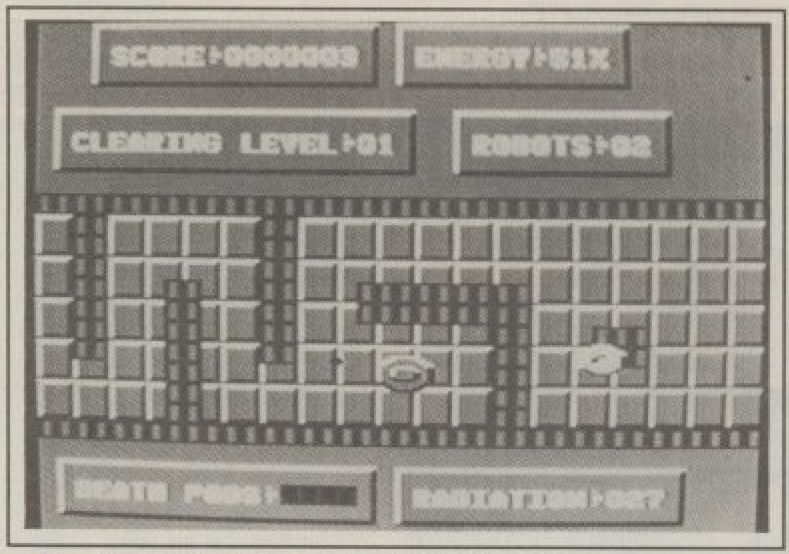
Carry on walking and you'll meet the dragon, ouch.

Without your armour only your right upper cut can save you.

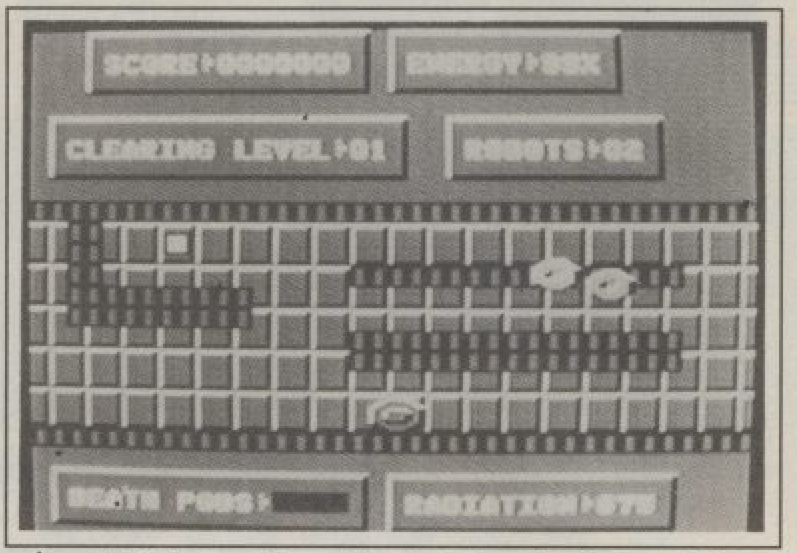


Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

4
Overall



No pods yet and radiation levels are increasing.



Will the next level look just as boring as this one?

ROBOBOLT

64/128 ALPHA-OMEGA

Price: £1.99/cass



This is one of those games which takes traditional arcade elements — aliens, robots, lasers, pods — and pares them down to the bare bones. All that's left is the strategic gameplay, which either makes or breaks it, depending on your taste.

If the graphics were any more minimalist you'd be watching a blank screen — possibly a more rewarding exercise. The aliens look like doughnuts, the pods are little squares, the laser bolts are black dots, and the scrolling landscape is a grid. The robot you control is another doughnut, without the hole. None of yer giant sprites and 3D perspective stuff here, mate.

What you have to do is pick up the pods in the correct order and deposit them at the oval assembly unit. There are four pods to each corridor, and if they're out of sequence, then the unit rejects them and they're sent back to where they came from.

The aliens are about as troublesome as they're exciting to look at, but they do decrease your energy levels if you run into them. They can be despatched by firing bolts at them and, according to the instructions, the resulting 'explosion' (there isn't one) boosts your energy. Not when I played it it didn't. The bolts can be fired in the direction you're facing, including diagonally, and then proceed to happily ricochet off walls forever, or until you fire another one.

That's about it, really. Once you've figured out the correct sequence of pods, then it's not so much a question of strategy as a case of expert joystick manipulation as you negotiate the horribly flickering maze to reach the assembly unit before your energy is consumed. Presumably later levels are more difficult, but will you be bothered to find out?

A real throwback to the early days of computer software, when a dollar sign being chased by an asterisk was the acme of sophisticated graphics, *Robobolt* is painful to watch and boring to play. Avoid.

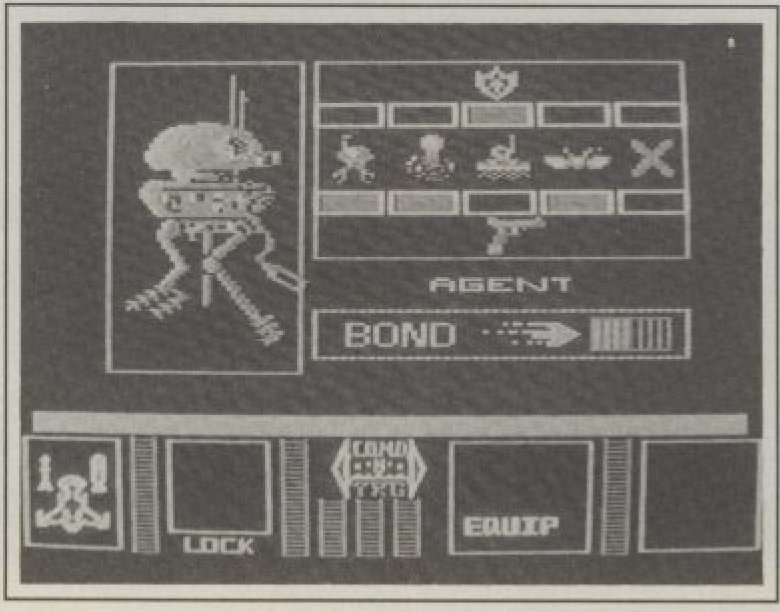
Bill Scolding

Rating	Score (1–10)
Graphics	1
Sound	1
Toughness	5
Endurance	2
Value	2
Overall	**2**

ASSAULT MACHINE

64/128 NEXUS

Price: £9.95/cass £14.95/disk



Nexus, the company who produced a game of the same name, have just released *Assault Machine*. Your mission is to shut down a criminal planet called Targon, and stop it producing the Assault Machine, a massive weapons system.

All you have to help you in this daring quest are four droids. These droids, named after famous detectives (Bond, Holmes etc) are used to search various islands on the planet, and relay information back to you.

Once your droids have told you

This Bond will never get the part in a new film.

● TWO ON TWO

64/128
ACTIVISION
Price: £9.95/cass
£12.95/disk

This is the third basketball game to appear on the 64. Andrew Spencer's superb "International Basketball" being the reigning champ.

Two on Two however, is a lot more similar to Ariolasoft's *One on One* — as the title suggests.

Those of you who have had the unfortunate experience of playing the latter game will immediately notice the similarities.

You control one of your team's two players and another player, or the computer controls the other. Each team has alternate attacks on the same basket. Every time they score or fail the roles are switched and it's time to see if your "slam dunks" are as good as your "stealing".

Two on Two like all good sports sims contains loads of options. That could even get me the much coveted "Understatement of the Year" award, as the game is almost completely reliant on them.

In the single player mode, for example, you have to choose which zone your computer controlled ally should go to after every single move.

Exactly how good you and your team mate are is determined by the "scouting report" at the start of the game. Further choices must be made to determine your skill level — a lengthy process involving the allocation of twenty six points in six different categories. Sounds complicated. I know, but don't say I didn't warn you.

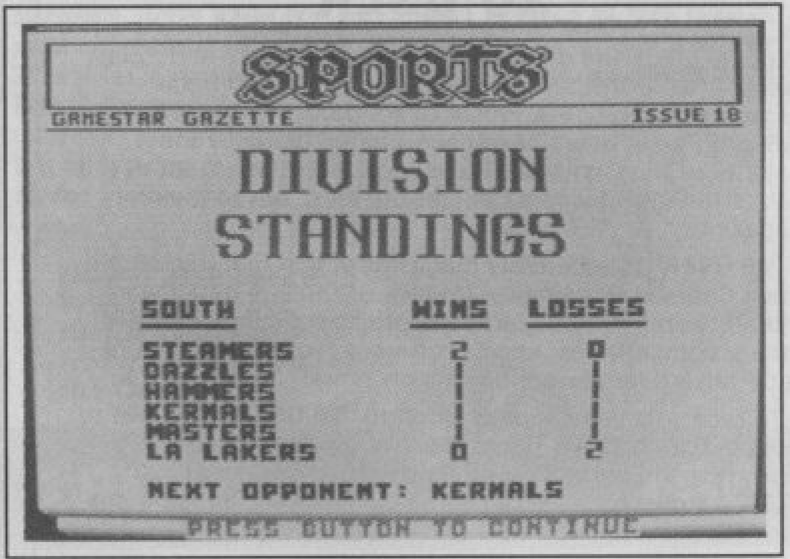
You are now almost ready to start. Almost, because you still have to enter your team name and decide whether you want to play in an easy-peasy exhibition game or jump straight in to the maelstrom of the GBA Championships. (Competing in a league against five other teams from the North, South, East or West).

If neither of these appeal to you, you can always opt for the practice game — very dull.

The trouble with *Two on Two* is that when you eventually do get past the dozens of preliminary screens you find that the nitty gritty of it — the basketball itself is not exactly very action-packed.

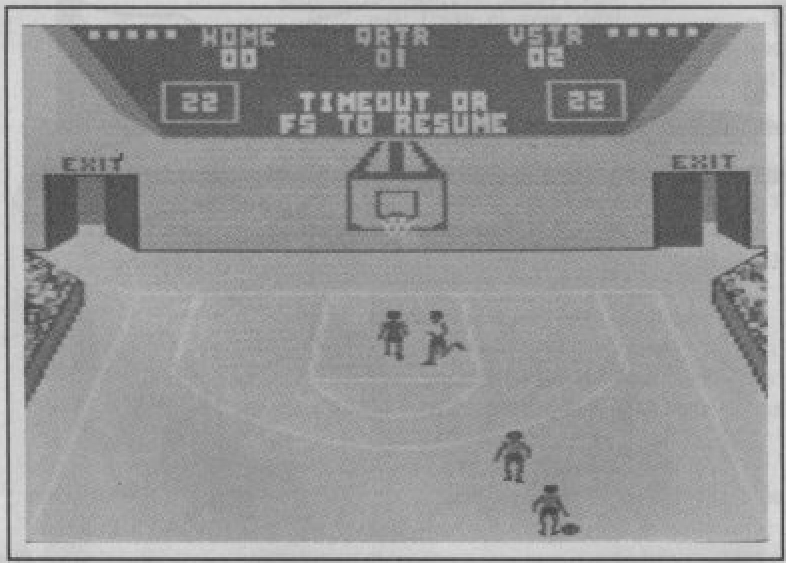
I was expecting great things from Gamestar but they don't hold a candle to Epyx sport sims.

Ferdy Hamilton



▲ **GBA Championship and the Steamers steam ahead.**

▼ **Exits are left conveniently open for bored spectators.**



Graphics	4
Sound	4
Toughness	5
Endurance	4
Value	4

5 Overall

---

where the enemy bases are, you set off on a bombing run, against incredible odds, to shut them down.

You have three atmosphere craft (space ships) and you pilot these between islands dropping off droids or picking them up, as the case may be. This part of the game is a shoot 'em up and you control your ship like you do in *Gyruss*, blasting the enemy.

But before you can do this you must select the island you wish to search and then choose a droid to be sent. Each droid has its own strengths and weaknesses and you can define your own droids with a utility supplied on the tape/disk.

The more defence a droid carries the slower it will move, less defence and it will search quickly. It's up to you to decide.

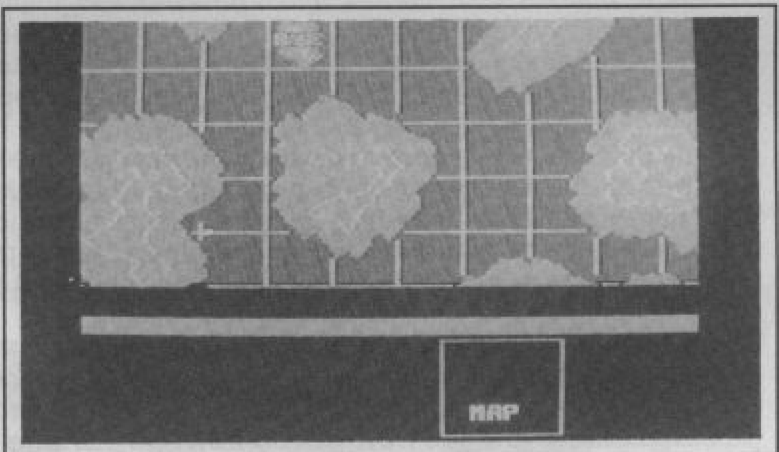
If you destroy all ten islands, the assault machine will be finished, and you will have done better than me! Oh, by the way, all this must be done in a time limit. Just to make it a little harder.

The graphics are not spectacular but they're not that bad either. Average I guess. The only really good part of the game graphically is the map — it looks like a real map!

The sound is average as well, and I didn't hear any tunes, which, as every 64 owner will tell you, is a crime in itself.

The verdict? Well, just a totally average game all round, really.

Chris Cain



▲ **The map shows a total of ten islands to be destroyed.**

Graphics	6
Sound	6
Toughness	7
Endurance	6
Value	6

6 Overall

180

64/128
MASTERTRONIC
MAD GAMES
Price: £2.99/cass

CHEAPO OF THE MONTH

As you will all know, there has not yet been a decent darts game on the 64. Many have tried, all have failed. Why? Well, how can you simulate that sinking feeling of hitting the wire surrounding the treble twenty? Or could it be that the refreshments your computer has to offer are considerably inferior to those of your local.

Mastertronic have decided to ignore any doubts gamers might have and hence have produced *180*.

There are three games that you can play, the first is a practice mode "Around the clock". You must hit all the numbers in order before sixty-seconds runs out. In order to shoot you must guide an animated hand across the screen using only the diagonals, and then press "fire" to shoot over the required number, so as to simulate the trickiness. *(Bernie — the bolt! — Ed.)*

The two-player mode is just straight forward 501. The first one to get down to zero wins, but you must finish on a double.

The main game involves you entering a darts tournament in the semi-finals and you must face one of the eight opponents that Mastertronic have provided. Waiting to get up to the 'ockey are Mega Mick, Beer Belly Bill (take note Smithy!), Delboy Des, Devious Dave, Sure Shot Sid, Limp-wrist Larry, and Tactical Ted. Each one is uniquely drawn. Beer Belly Bill is the overweight Jockey Wilson type you might expect him to be, whereas Tactical Ted is more of the slimline Keith Deller type.

You must play your opponent the best of three legs at 501 until it is decided whether you go on to the next round and a new opponent — or if your next stop is the bar!

If and when you finally manage to reach the final, you will now face the crème de la crème, the Diego Maradona of the darting world, the ultimate, Jammy Jim. The only man who gets a nine dart finish every game and he makes me sick.

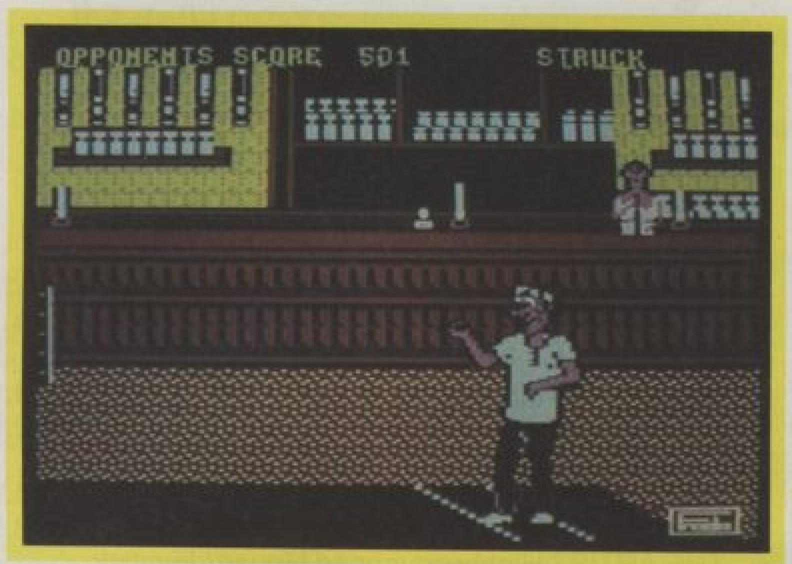
A bit of toughness is alright in a game, but I don't like it when it gets boring. Who wants to play against someone who gets the same score every game that he plays, especially when it's 180? Jim's name should surely have been Nauseating Nick!

One of the game's best touches is the way the 64 announces "Wun hundredd and eightee!" every time you get the big one up. A pity they didn't squeeze a bit more sound in.

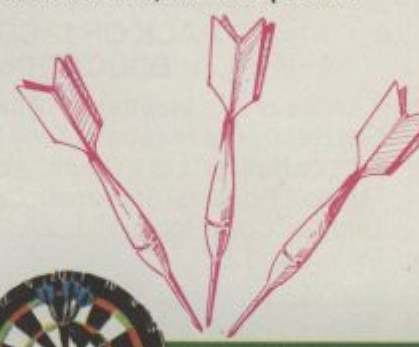
M.A.D. have certainly stuck their necks out here, and have produced what now stands as the best darts game on the 64, the graphics are quite nice and there's some good effects.

Darts is a strange game to play on the computer, but you'll find it makes a lot less holes in the living room wall. And this game's a real bonus for those of you lousy at sums. Do your parents a favour — buy it.

Ferdy Hamilton



Now if only Jocky Wilson could cut such a svelte profile when he steps up to the Ocky.



CHEAPO OF THE MONTH

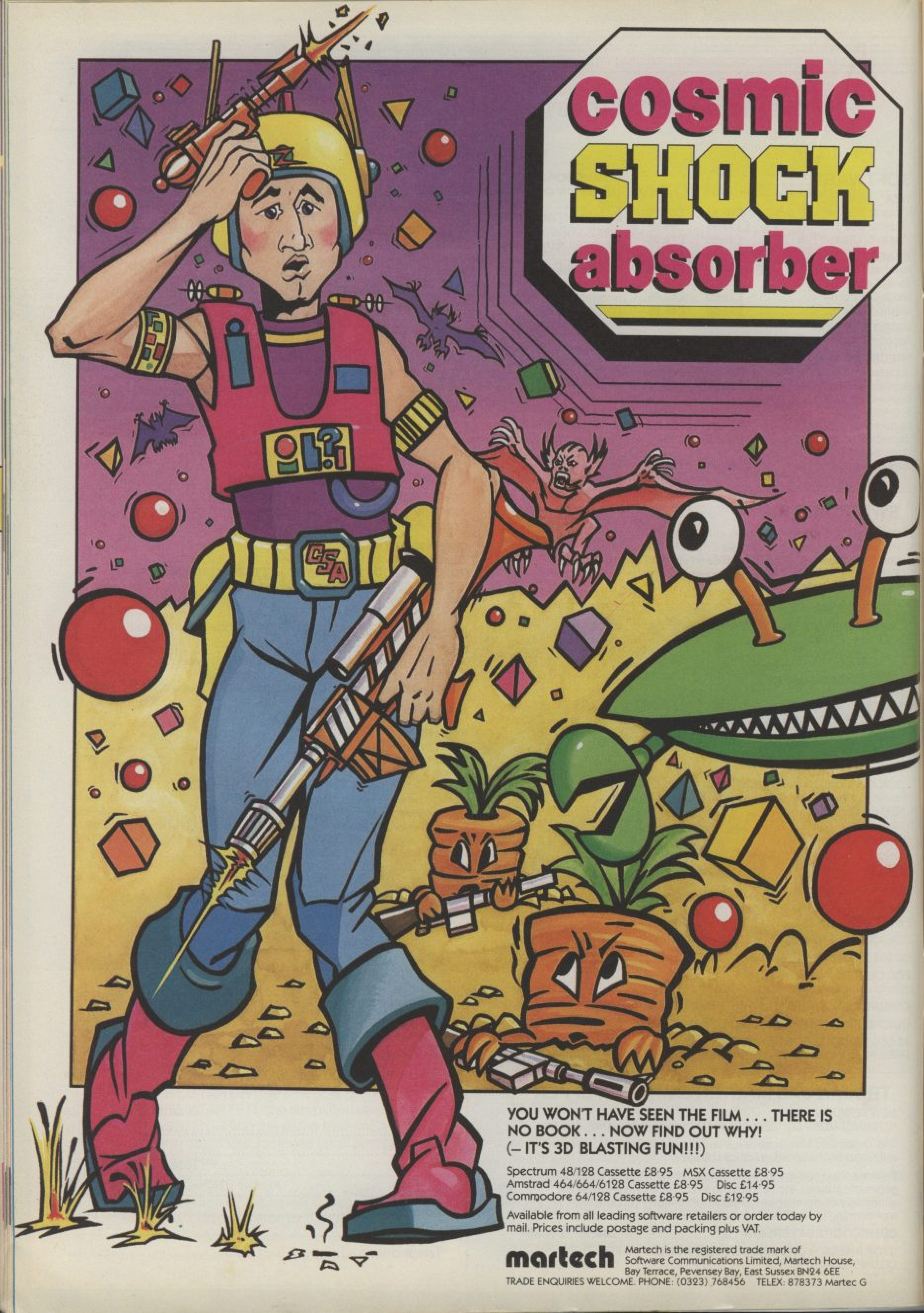


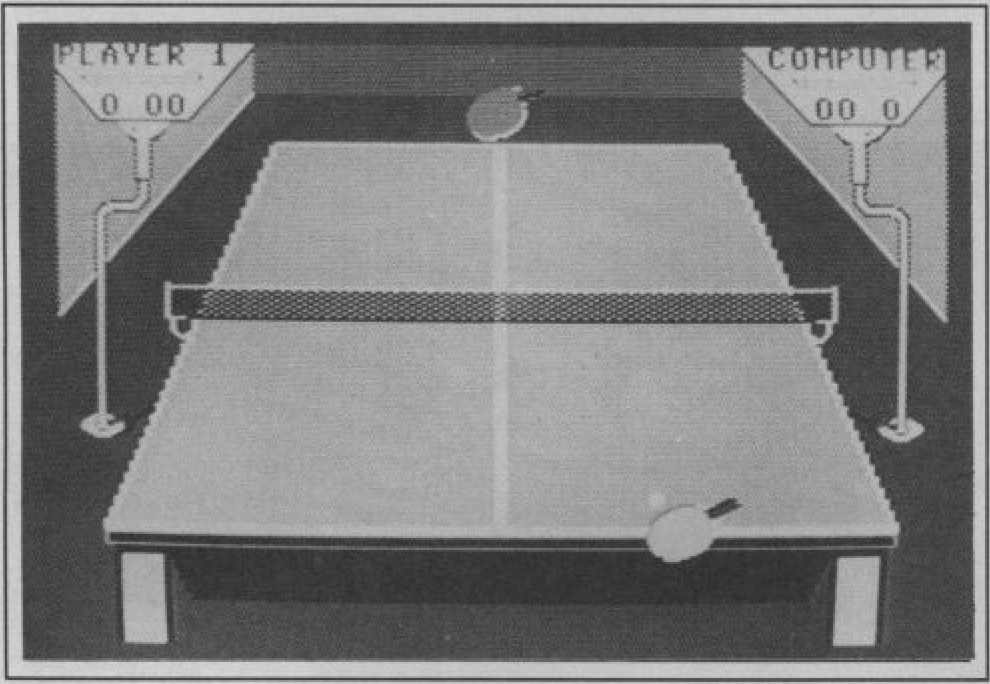
Eight potential opponents await you in 180.

Release your dart when the random-movement hand is over the required number — not easy.



Graphics	8
Sound	7
Toughness	7
Endurance	7
Value	9
Overall	**8**


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End view, watch out for the nasty cross-court serve.

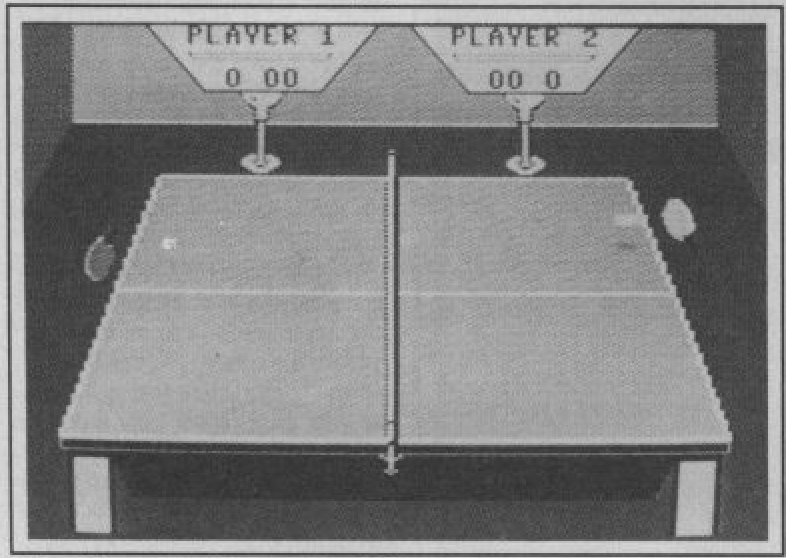
SUPERSTAR PING PONG

64/128
US GOLD
Price: £9.99/cass
£14.99/disk

Say the words ping-pong to a dedicated table-tennis player and he'll probably batter you with his bat. But mention the name Desmond Douglas and he'll get excited — the rest of us will shrug our shoulders and say, "Who?" So ping-pong doesn't line up with Himalayan hang-gliding as a big thrills sport, nor does *Superstar Ping Pong* make much impact as a simulation.

Ping-pong was one of the first games to be computerised way back in the days of games consoles. And US Gold's offering is just a souped up version of the good-old plink plonk scenario.

Superstar Ping Pong gives you plenty of plink plonk but tries to liven things up with classy graphics, a jaunty tune and a whole load of playing options. Unlike Imagine's Konami conversion, this game offers you a choice of two views: side view or end view, and more importantly, a one or two player option and a 'too tired' option where you simply watch the computer play itself — pretty pointless.



Side view: much more difficult to hit shots.

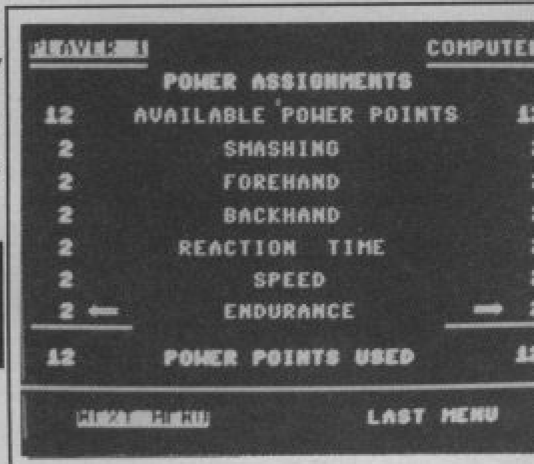
Before you start playing, there's a number of shot attributes you can set up. Both players are assigned a total of twelve points which must be distributed as you see fit amongst five factors: smash, forehand, backhand, reaction time, speed and endurance. This sounds impressive but, however I set the values, I saw no noticeable difference in my play — er, when I actually managed to hit the ball.



Choose hyperdrive for some real Desmond Douglas stuff.

Apart from that lot, you can set the number of games needed to win, whether you change ends after games, and the three speed levels. Those are: beginner, normal and hyperdrive. Funnily enough, the faster the ball goes the easier it is to hit. Both bats are joystick controlled and there's a vast selection of just two shots: forehand and backhand. Like most pling pling games, the direction the ball takes depends on which part of the bat it hits and also whether you're playing forehand or backhand. When preparing to serve, you'll see the ball move continually to and from your bat — reminded me of a yoyo.

Nice range of options but do they make any difference?



Time your serve to get either a fast and straight serve or a bouncy and loopy one. And that sums up the skill factor in this game.

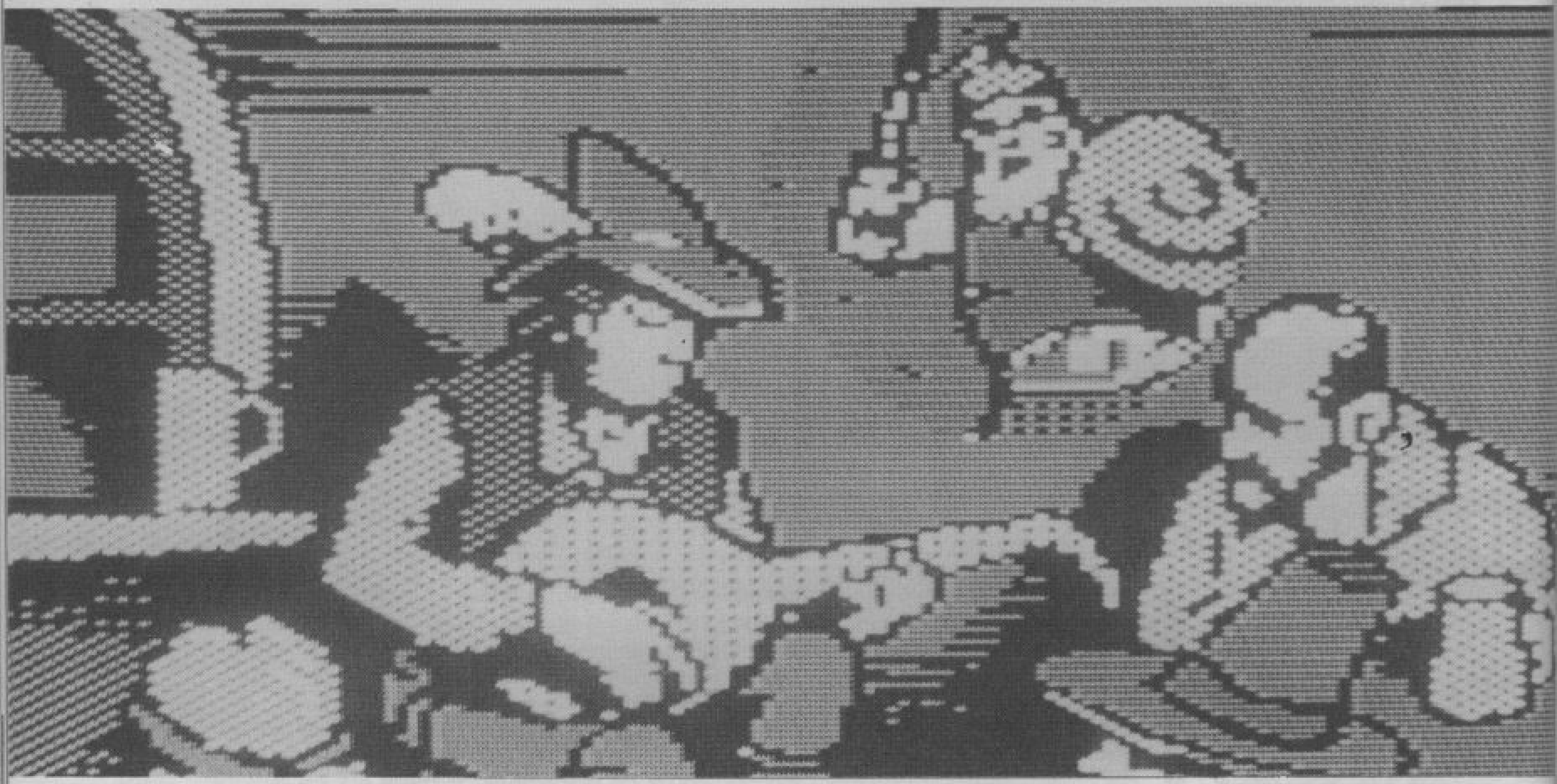
My main criticism, apart from my problems in hitting the ball, is the speed at which your computer opponent serves. You've just been left sprawling at the far side of the table by a dazzling cross-court backhand and the computer immediately serves to the other side — nasty.

I reckon if you worked at it long enough, you might even achieve a string of shots in this game and one day you might beat the computer. But you've probably got better things to do.

Bohdan Buciak

Category	Rating (1–10)
Graphics	7
Sound	7
Toughness	8
Endurance	3
Value	4

5 Overall



Watch the bard sing and then reach for a beer. What your right arm's for.

THE BARD'S TALE

64/128
ARIOLASOFT
Price:
£14.95/disk only

The Bard's Tale is a classic fantasy role-playing game with all the magic, mystery, combat and cunning a mere mortal can devise.

The story is set in the once peaceful town of Skara Brae and tells how wicked and nasty people popped in, liked it and stayed! The town's mature menfolk were the first to protest at this invasion and were the first to die. The only hope for the return of peace to Skara Brae lies with the town's youth, a band of inexperienced young warriors, thieves, students of magic etc, and yourself.

You get two disks: one double sided, containing the program itself, the character data and the dungeon data, and you will also need a couple of blank disks to store your own characters.

The game is complex in the extreme, and features a full-scale scrolling maze-like view of the entire town, plus numerous underground labyrinths and dungeons to explore. Although you won't need a joystick to play, the keyboard commands are kept to an absolute minimum.

After loading the game, you're treated to a superbly animated introduction, a minstrel ensconced in a local hostelry swilling ale and strumming his lute, and the lyrics of his ballad appear to the movement of his lips!

When you are tired of this, you are placed at the start of the adventure, the Adventurer's Guild on main street. While here, you can choose up to six characters that will make up your party, either from a previous game, or freshly recruited.

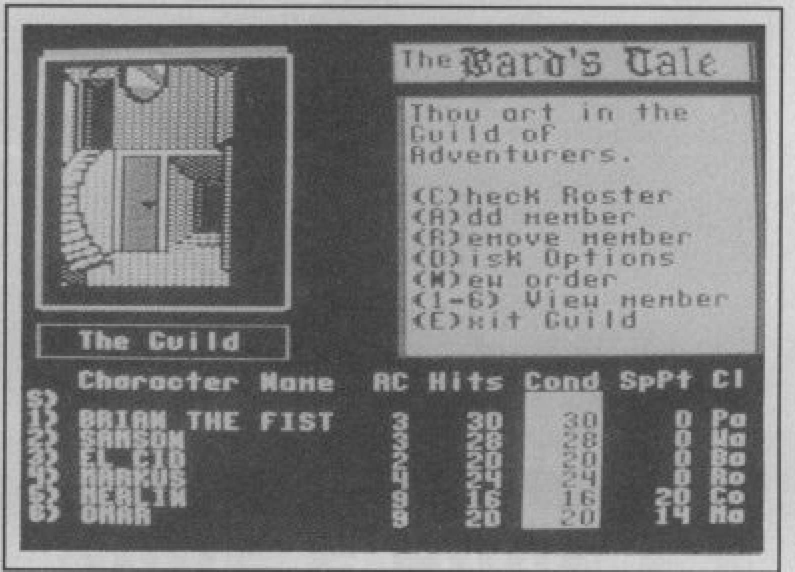
Characters can be chosen from various races including Humans, Elves, Dwarves, Hobbits, Orcs and Gnomes, all in the best Tolkien



The shoppe, perfect place to buy your equipment.



Comprehensive on-screen information is given on each character.



You must choose your team before leaving the Guild.

tradition. Next you select the caste of your character.

Warriors, paladins and hunters make up your main fighting force, whilst conjurers, magicians, sorcerers and wizards take care of the magical side of things. A bard might also come in useful, his songs help to heal the wounded and spur your warriors to greater effort. If all else fails, at least he'll be able to tell the story afterwards!

Having chosen your team, you're ready to leave the Adventurer's Guild, and explore the streets and buildings of Skara Brae. Your first stop should be Garth's Equipment Shoppe, just up the road. Here you can buy and sell armour and weapons and, for a fee, he'll tell you if an item has magical powers.

Other buildings you might care to visit are inns (don't let your bard drink too much) where, for a price; the innkeeper will talk. Temples are places of healing. Here, you can resurrect a dead colleague and heal your party's wounded — again, for a price!

Other landmarks on the map (supplied) are Mangar's Tower, Kylearan's Tower, numerous locked gates, guardian statues, and the city gates. Entrances to the dungeons are well hidden, as is the office of the Review Board where your efforts in combat are rewarded with extra powers.

As you wander the streets, don't be surprised if you are attacked. Numerous nasties roam the streets singly and in groups. Naturally, you get the option to fight or run, but you don't get combat experience by legging it! At night, the situation worsens, the chances of being attacked increase dramatically and the nasties tend to travel in larger numbers.

For those of you not familiar with the combat procedure in these games, you get the opportunity to choose who will fight with what and who will defend the party. Magic users can fight or cast spells, rogues can hide. Only the first three members of your party can attack the enemy, but you can re-arrange the marching order.

Once you have made your selections, the computer takes over. Your instructions are carried out until your opponents of your party are all dead! After successfully dispatching an opponent, his wealth is divided amongst your party, and each is awarded experience points. Thus you can acquire the wealth to equip your team, and the experience to advance your character's power.



Examples of nasties you'll meet.



The party's wealth (in the common currency, gold), can be pooled so a member can make an especially large purchase, like reviving a wounded companion in a temple, bribing an innkeeper, doing the laundry etc.

Before you can enter a dungeon, you will need to discover its entrance. There is no clue in the manual as to how many dungeons there are, but judging by the size of the town, there could be many! Dungeons are really nasty places, don't even think of entering one without some pretty powerful characters.

You will need light in a dungeon, a lamp or torch purchased from Garth, or a spell will do the trick. Traps are abundant in these dark places, but there are many objects to be collected, as well as some pretty powerful magic going down!

Visually, you could not wish for more. The large area in the upper left of the screen shows a view of whatever's in front of you: streets, buildings and enemies. To the right of this window is a text area. Instructions and information scrolls upwards here: the state of a battle, the details of a character, Garth's catalogue of weaponry etc. The bottom of the screen is given over to current info on your party.

The name of each character is followed by his armament rating, his maximum and current 'hit power', physical condition and spell points etc. Pressing a key 1-6 will produce a character's dossier in the text area, displaying all his physical and psychic strengths, experience and wealth, and what he is carrying and using.

As you advance your character's personas, you will want to save them. This can only be done on a pre-formatted disc while in the Adventurer's Guild. The data is stored in coded form to prevent tampering, but an option at the start of each game allows you to copy character data from one disc to another, allowing you to 'back up' your characters.

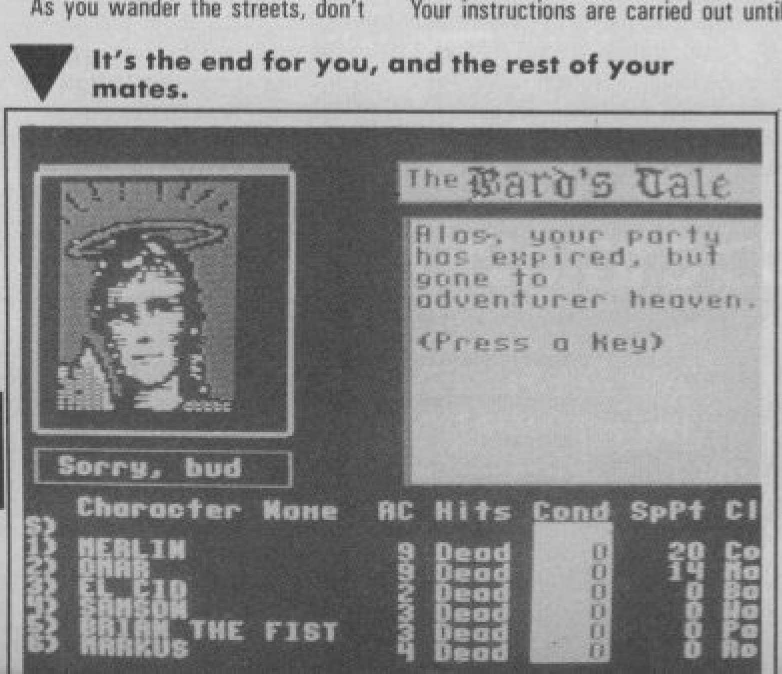
Sound is limited to the songs of your bard when you instruct him to play, otherwise the game is played in silence, a welcome change from the raucous strains of many games.

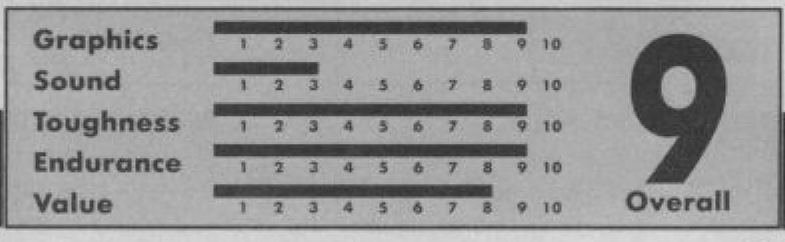
The manual provides a wealth of information, lists of spells and character attributes as well as some handy (if cryptic) hints on game play.

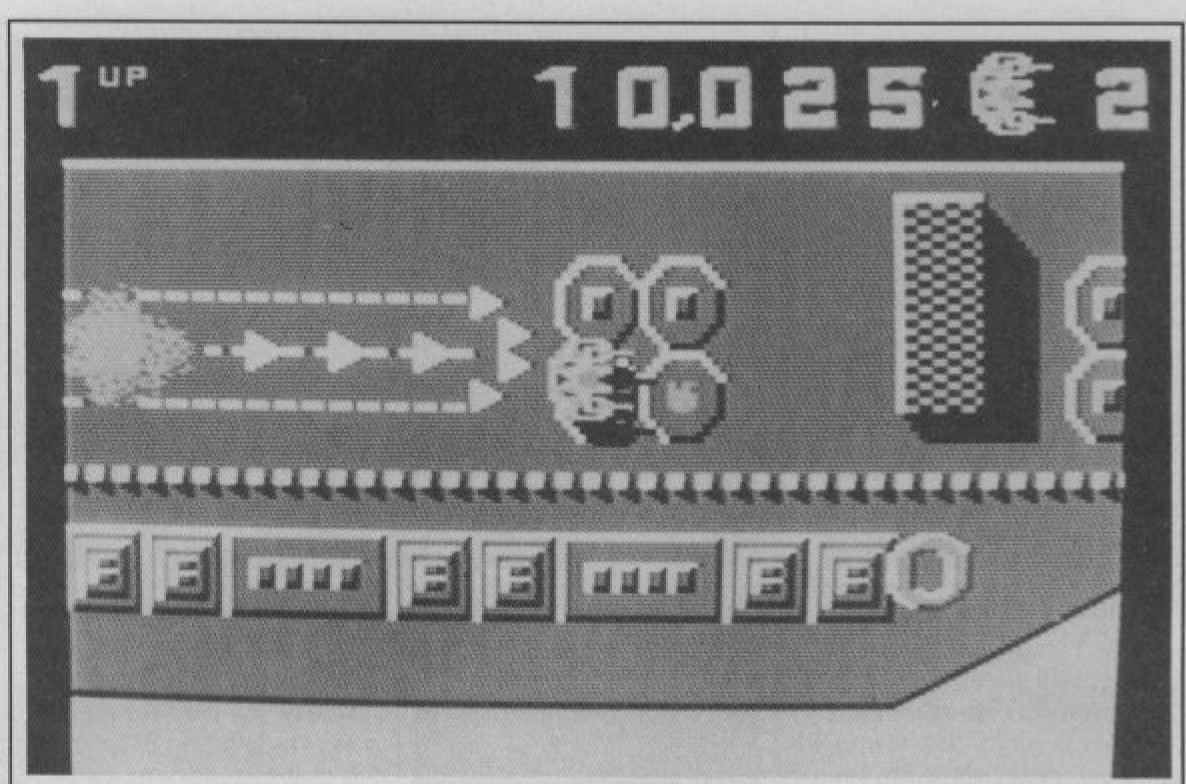
The Bard's Tale is definitely a game for all those long winter evenings ahead.

Fred Reid

It's the end for you, and the rest of your mates.







Hit the wall and a synthesised voice laughs at you. "Ha, ha, space sawdust".

PSYCASTRIA

64/128
AUDIOGENIC
Price: £8.95/cass £11.95/disk

My maths teacher used to bend my ear with Modern Algebra (revised edition) for copying my homework. So go stand in a corner Gary Partis, author of *Psycastria*, and do a million lines — "I shall not copy other programmers". While Gary shivers outside the headmaster's door, I'll tell you his crime. He has copied *Uridium*, gulp.

Want to know what *Psycastria* is about, what it looks like, how it plays? Then go read our *Uridium* review in last March's issue. March was a long time ago, couldn't he find something a little newer to crib?

To be fair (and why should I?), there are a few differences, but they don't alter the general feel of the game, they just make it a few warp factors more difficult. Unlike *Uridium* where your aim is simply to shoot your way through a mass of Polo mints to reach the end of each of the 16 fortresses, in *Psycastria*, you have to blast ten energy cylinders along the way before you can land at the other end.

And then what? Just to be faithful to the original, Gary makes you go all the way back at a preset speed but this time you don't have to avoid all those carefully cribbed Uridium-like walls and telegraph poles. The idea is that you try to get extra points by pulling off any targets you missed the first time round.

Then you move to the next base. This one's a sea base — same style of graphics but different colour. Do the same thing here and move on to the next base, a moon base. Mightily similar graphics here but a few craters let you know you're not still at sea. And so it goes on. And like Uridium, there's a blast interval between levels.

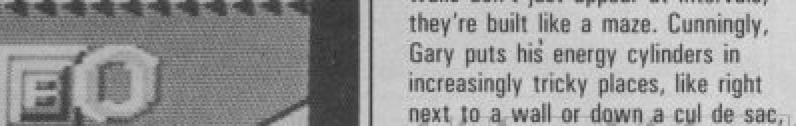
What's *Psycastria* got that Uridium hasn't? Well, it's got speech. It's got speech that can be turned off. It's got speech that's so annoyingly stupid, it has to be turned off. How about: "Ha, ha, ha, space sawdust", for banality? It's also much more difficult to play. On higher levels, walls don't just appear at intervals, they're built like a maze. Cunningly, Gary puts his energy cylinders in increasingly tricky places, like right next to a wall or down a cul de sac, very cunning that. And the weirdies are crazier, less predictable and give you less of a chance than England against Maradona.

I really should praise this game for smooth scrolling, good manoeuvrability, impressive graphics and nice music — but I won't. We said all that about Uridium, and *Psycastria* is little more than *Uridium* taken to extremes.

If you've already played and enjoyed *Uridium*, you probably won't get the same sustained thrills from *Psycastria* simply because you're now playing newer and more original games. So that'll teach you not to waste money on cheeky clones.

For those of you who missed out on *Uridium*, *Psycastria* is a much stiffer challenge, and it's one pound cheaper. But I'll bash you with my maths book if you go out and buy it.

Bohdan Buciak



▲ The little dot is one of the ten energy cylinders you must blast.

▼ Spot the craters. Yes, you're flying on the moon.



Category	Rating (scale 1–10)
Graphics	8
Sound	8
Toughness	9
Endurance	3
Value	6

6 Overall



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◀ Use a bit of welly to kick the door down.

● STRIKE FORCE COBRA

64/128
PIRANHA
Price: £9.95/cass

Pulling on my best SAS black balaclava and rubber-soled shoes seems to be almost second nature these days, what with *Impossible Mission, Nexus, Saboteur* and the like, so here goes with Piranha's latest action-packed epic — *Strike Force Cobra.*

The plot goes something like this (you can probably guess it but don't spoil my fun): a group of baddies known only as 'The Enemy' have built a computer capable of hacking into and controlling the world's defence computers. (Wow. How original. — Ed.)

Threatened with something of a nuclear holocaust, eight of the world's major powers have each donated their top 'man' to make up a formidable attack force, code-named 'Cobra'. You, as the project controller, must choose four of the eight to make up the strike force that will storm the enemy's fortress and destroy their computer.

All four commandos are needed to complete a level, and they will need to co-operate with one another to have any chance of success.

When the game loads, you are asked to select the four commandos to actually enter the fortress. To help you choose wisely, you can review each commando's personal file before selecting or rejecting him (or her). The first level of the fortress consists of around 30 rooms inter-connected by corridors, windows and doors.

By carefully manipulating the joystick you can make one of the commandos kick open a door, jump through a window, even break-dance! Your weaponry consists of a light machine gun and an unlimited supply of hand-grenades. As you enter the fortress, your presence is detected and the main computer is set running its deadly software, and time is not on your side! To penetrate all four levels you will need to blast your way past electronic traps, killer robots and human guards, and use all your cunning to crack the maze.

There are several scientists, kidnapped and forced to build the computer and held captive in the fortress. Each scientist knows one digit of the computer room's nine digit combination lock. You will need to know at least six of them to have any chance of using your 'digital lock breaker'. The scientists can also offer you some valuable assistance, if you know how to use it. Your immediate aim on the first level should be to interview the scientists and assemble your team.

You view the proceedings from an unusual angle, looking down into a room from one corner. I found this a little confusing at first, but soon saw the advantages this viewpoint gives.

Superimposed on the bottom of the screen is a small window showing the combination numbers collected so far, and a digital counter counts down from '999'.

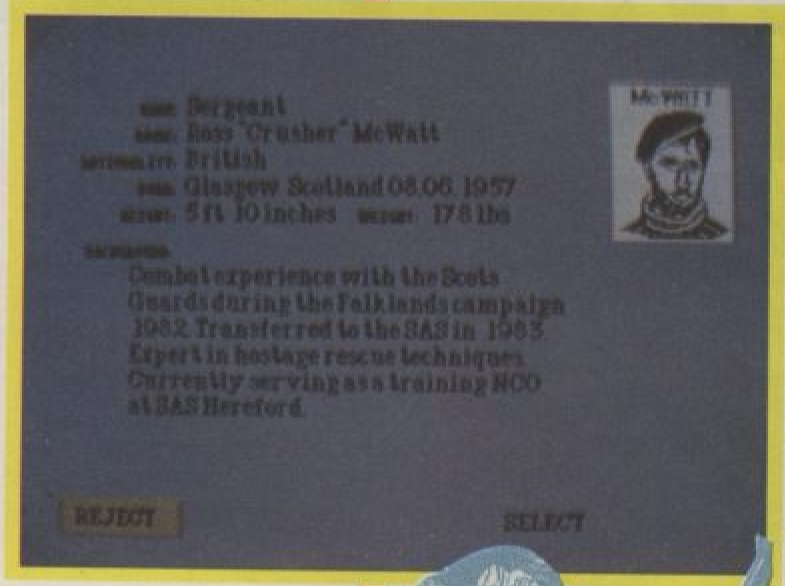
Some scenes allow fairly rapid movement while others are dreadfully slow. This seems to depend on the amount of background action going on (robots moving etc.) Having said this though, the little black-clad commandos seem remarkably agile and can leap, dive, crouch and kick, and chuck grenades with precision.

Although the music is non-existent, the sound effects are quite abundant. Warning klaxons, explosions, the chatter of machine guns and the whirr of machinery is all you hear, but what else do you need?

Controlling the characters is easier than a lot of these fighting-style games, the joystick only controls the left and right movement of the character. The other actions are all controlled from the keyboard.

I enjoyed *Strike Force Cobra* immensely, right from the start. The game has just the right blend of fighting skills and strategy (definitely a thinking man's game) to hold my interest for long periods of time, and I think it will be another week or two at least before I progress to the second level!

Fred Reid



Crasher McWatt is a tough customer, you'll need him. ◀

Your man's nifty at jumping through windows. ▼



You've found a scientist to interrogate. ▶



Choose four from this pretty nasty bunch. ▼

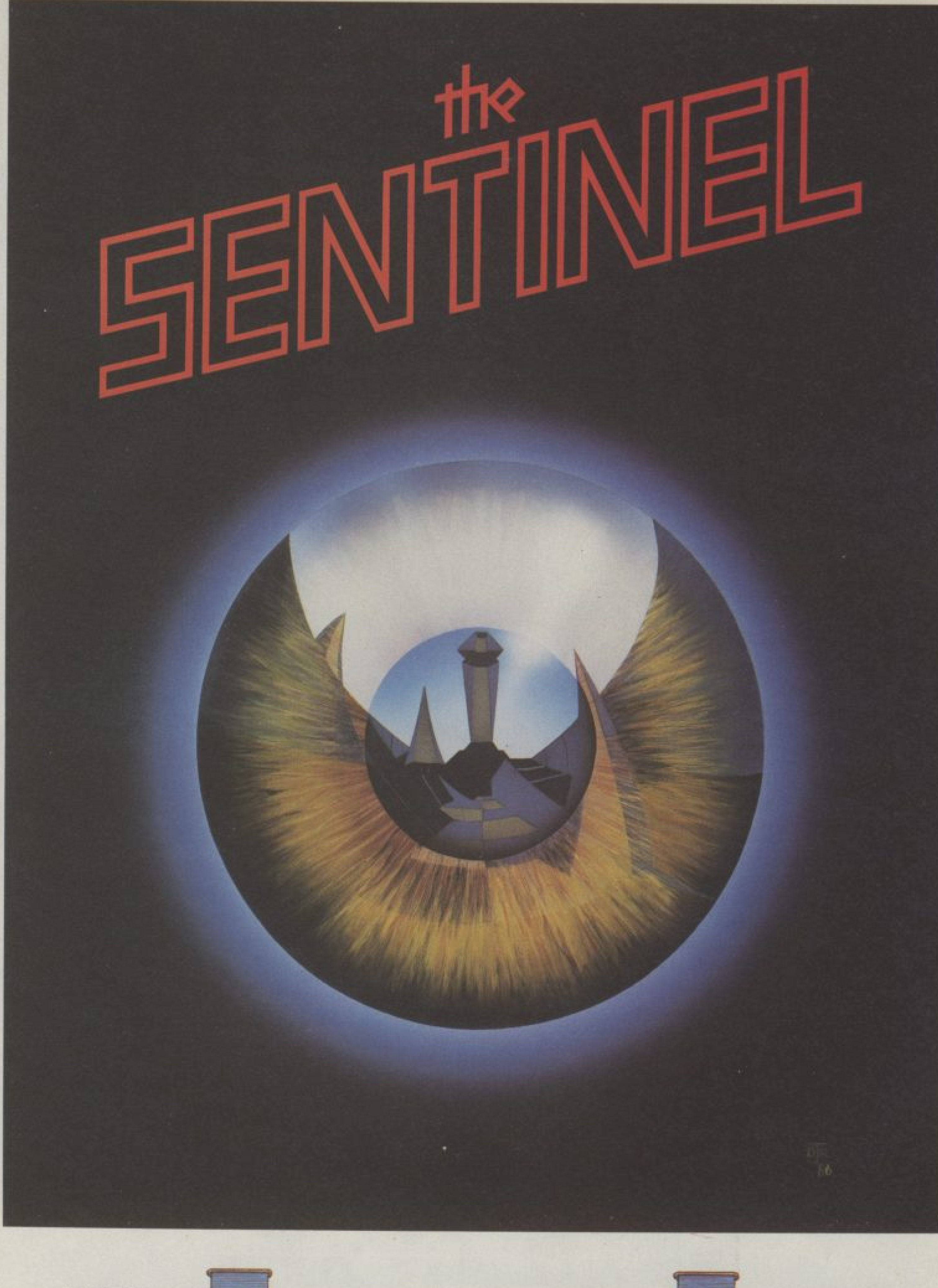


Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

8 Overall

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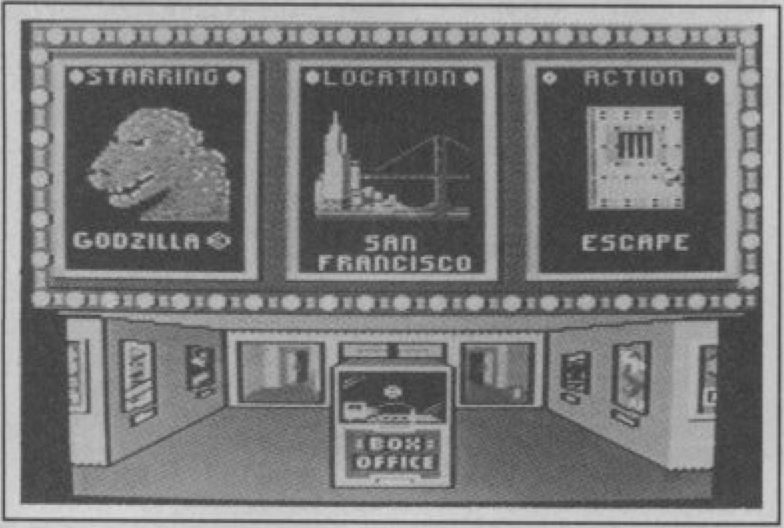
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Price: £9.95/cass
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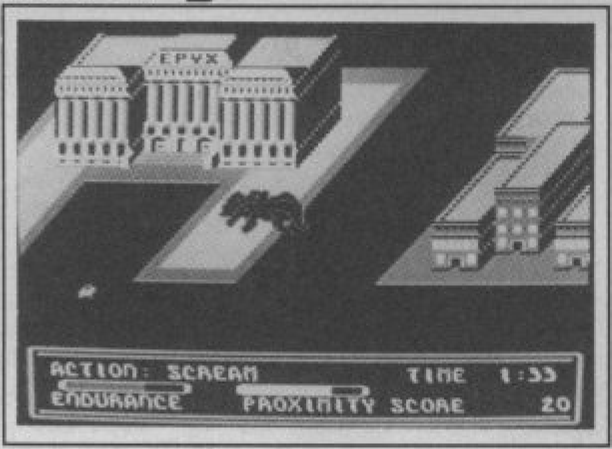


Choose your star, the location, the action — and roll the camera.

Ever thought of yourself as a monster! You have, well now you have the chance to be one. Smash New York, have Paris for lunch, or even rescue your baby from the Russians. Yes folks, you can do all this in real monster style.

Movie Monsters puts you in control of one of six monsters which are: Godzilla, Mr Meringue (a bit like the Marshmallow Man in Ghostbusters), Sphectra (a 24 foot wasp!), The Glog, Tarantus, and Mechatron. Each character has its own strengths and weaknesses, for example Godzilla is very strong but a bit slow, and Sphectra is very fast, but recovers slowly from wounds.

Tarantus roams London in search of a Big Mac.



First of all, you must choose your monster, location and action. Once you have done this, you are presented with a cinema screen, (well, it is supposed to be a film) the curtains rise and the game commences. The plot is shown as a sort of introduction, a bit like Flash Gordon when you are told what happened last week, and then you start your monster mission.

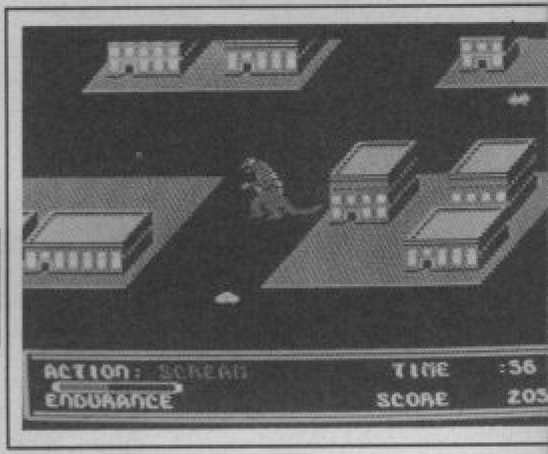
Depending on what you have chosen, the scene sets itself and you begin wandering around. If you chose to go berserk, then you can start instantly, using your monster powers. All monsters have a paralyzing scream and the ability to atomize aircraft as well as their own special weapon.



If you chose Godzilla, you can have immense fun burning down buildings with your atomic breath (who's been eating too much garlic!) or if you're The Glog, just a touch is pure destruction!

Let's see now, what can you choose to do? Well the actions go like this:

Escape: You have been captured and have broken free of your bonds. Now you must escape from the city. This is an easy one.



Godzilla goes to Hollywood. Or is it Paris, or Moscow or New York?

Berserk: My personal favourite, this one lets you just smash everything and anything. It's great fun to squash tanks with your feet or demolish buildings with a laser.

Lunch: Speaks for itself, all you have to do is eat, eat, and eat as much as you can before you get destroyed.

Destroy Landmark: Being a monster, you can hear high-pitched noises so when they set up a radio transmitter near your bed, it's not funny. So off you go to destroy the blasted thing in order to get a good night's kip.

Search: In this, the last option, some nasty humans have got hold of your baby — and that makes you mad! Rescue your baby from the city and destroy every building in sight so they know who they're dealing with.

In the instructions, you are given a map of the cities and on it are marked famous landmarks. One thing though, in London the landmarks are Tower Bridge (OK), Royal Naval College (Sure), Tower of London, (of course), Big Ben (definitely) and lastly Epyx House (what??!).

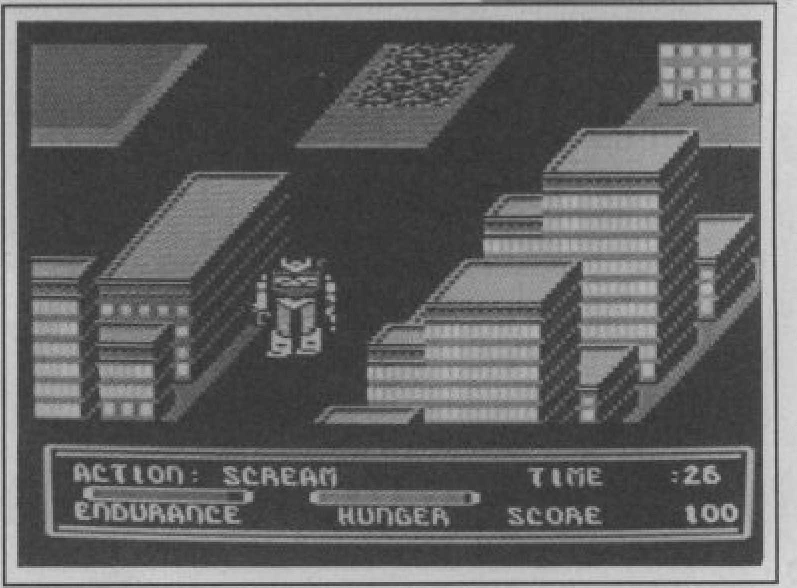
The graphics on each character are simple, yet nicely done. Animation is quite good and Godzilla even has a strange "Oh well" resigned look on his face when he's about to snuff it. As for the buildings, well they are just blocks with no real detail.

Sound is just bang, smash, with the odd tank, ambulance or car noise thrown in. Nothing too exciting.

Now would I buy this game? Well, on the one hand it's a bit slow (the monsters walk one inch per hour) and the graphics and sound are not the sort of thing your average 64 owner wants on his monitor. On the other, its great fun mashing buildings, burning tanks and eating people.

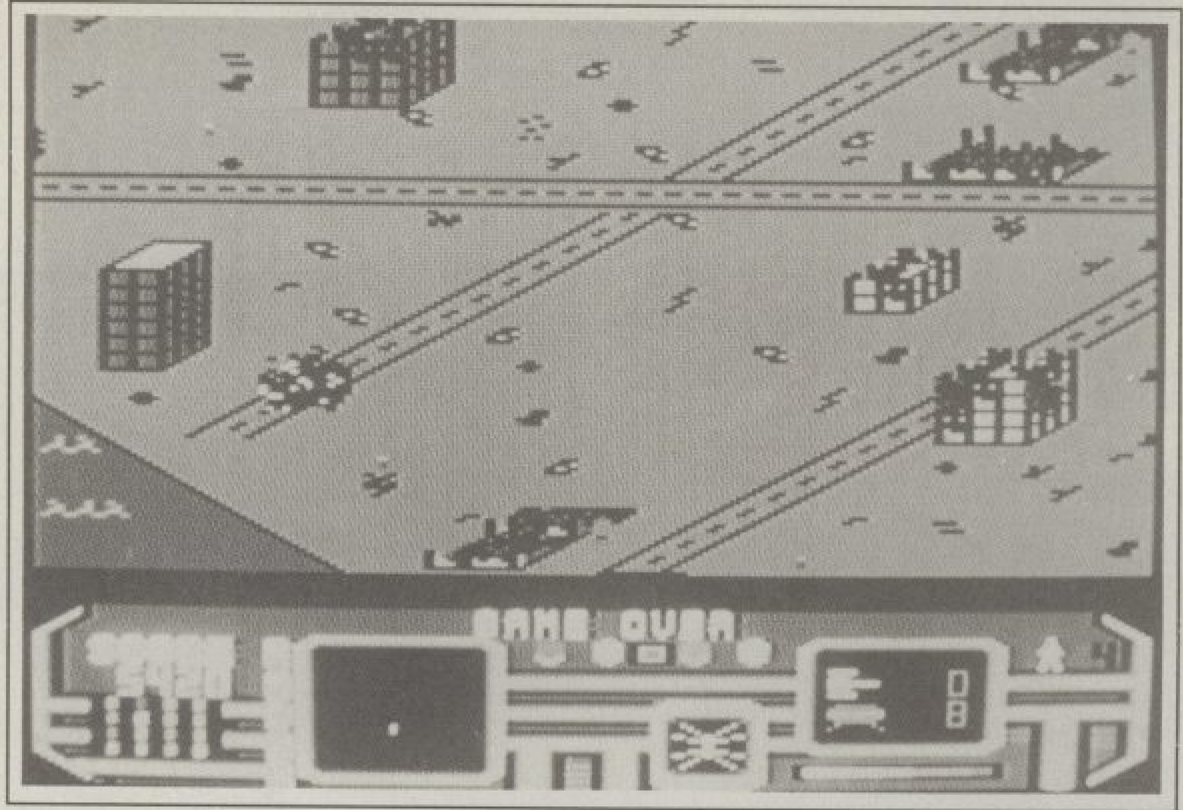
Chris Cain

Mechatron tries to look like a traffic warden.



Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

6
Overall



◀ You've made it to the fourth level, and that's yer lot.

● PANTHER ●

64/128
MASTERTRONIC
Price: £2.99/cass

This shoot-'em up has a lot in common with the two Blue Max games that did such a lot for U.S. Gold's cash flow. The same technique of 45 degree scrolling is used with the illusion of full three dimensional flight achieved by the use of shadows. The landscape changes just as it does in these games, but there's nowhere near the same depth of gameplay — so don't think you're getting hold of a bargain substitute. If we compare *Panther* with other cheapie space games instead, then it becomes obvious that £3 buys a reasonable blast with an unusual visual presentation.

The idea is to skim over the ground looking out for bunkers which shelter little white men who were trapped when the enemy overran your territory. These chaps have to be transported to a space port and freedom. You pull back on the joystick and the pulsating surface skimmer lifts off, the higher it flies the quicker it goes.

You are hovering along a railway track that cuts its way through a brown desert. Oil derricks are pumping merrily away when suddenly you are confronted by a UFO. This is no mindless kamikaze craft on a ramming course; it bobs and weaves, rolls, gyrates, back-tracks and spits out devilish whirlygigs. I found it best not to overfly enemy craft, try to keep them in front of you as you can only shoot straight ahead.

Mistakes can be rectified by losing speed (by descending) so getting back to a head-on duel. In order to down a saucer you need to be at the same height as well as latitude.

When this first obstacle is removed you should be able to drop to the ground by a bunker and let the escapers pile in. It becomes clear that like the Tardis, the Panther is bigger inside than it is outside. If you're feeling a bit evil you can have some fun by descending to pick up some refugees and then take off just as they reach you. Watch them wave frantically as the enemy saucers close in.

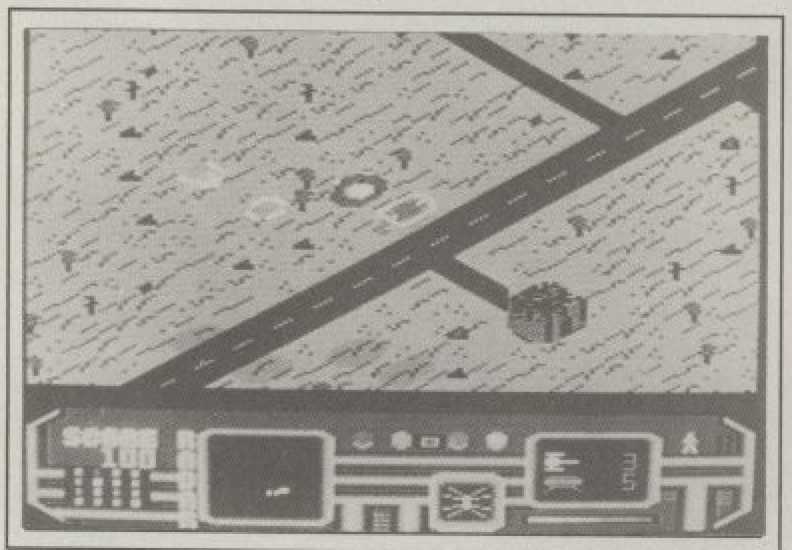
By now you will have familiarised yourself with the computer display at the foot of the screen. This basically houses a radar screen and pumps out various information coldly informing you "Beta wave launched" — and there's a whole Greek alphabet to come. Back into the air but this time you're facing two saucers, then three etc. By the time the formations are up to twelve, things are getting hairy and you need to develop a decent battle technique.

The railway track disappears but there's more desert to cross before you reach the green fields and the road network with its scattered, devastated buildings. You are still dividing your time between dog-fights and swooping down to the rescue. Even when you get out to sea (be careful not to ditch in the briney) waving refugees turn up on oil platforms. These platforms don't appear on every sortie for some reason.

With a bit of luck you should still have some lives left when you reach the blitzed city. Drop below the radar horizon smartish otherwise deadly SAM missiles will turn you into tomato ketchup. This stage is similar to the city maze in *Skramble* but in full perspective. If your nerve holds you should be able to snake a path through the buildings to the space plot, unload the Wallys and go round again.

To be frank, once you've had a few successful rescue missions interest is bound to wane, yet if you haven't got Blue Max I'd say it's worth grabbing a copy.

Laurie Sampson



▲ The nasties look good but your ship resembles a sardine tin.

Pick up the little men coming out of the bunker. ▼

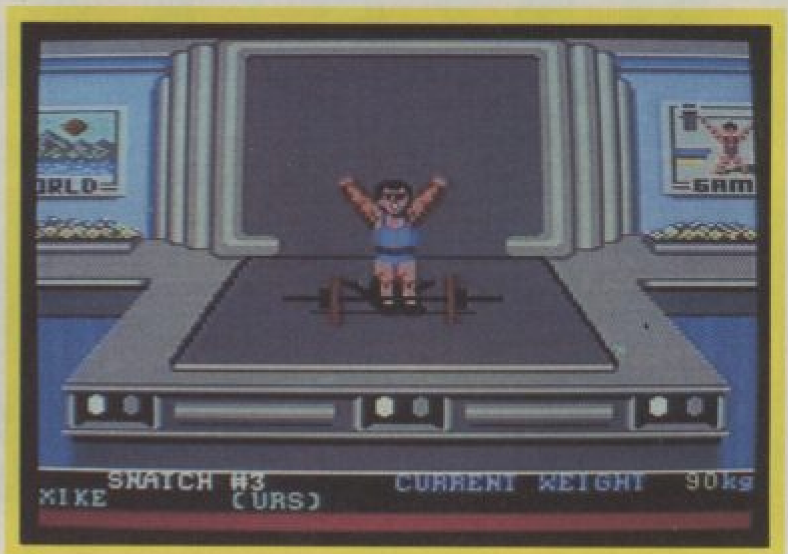


	Rating (1–10)
Graphics	8
Sound	6
Toughness	5
Endurance	5
Value	9
Overall	**7**


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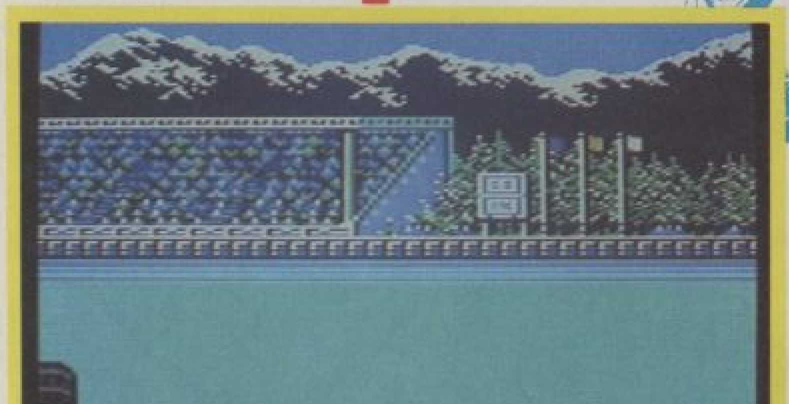
WORLD GAMES

64/128
EPYX/U.S. GOLD
Price: £9.95/cass

Screen Star

Anyone who has the front to call themselves a 64 gamer will have seen *Summer and Winter Games*, and expect this to be brilliant. Well, you're in for no surprises. Epyx have done it again, *World Games* is undoubtedly going to be the sports sim on the 64 this Christmas. (That is unless Epyx produce their next one.)

World Games is a selection of eight physically gruelling events, each done in different countries around the world. Before you actually get down to the nitty-gritty, you have to deal with the usual, faultless Epyx options screen. As with all the games series, beginners can practise any event they wish, at their leisure. Once you



An unsuccessful attempt in Germany's barrel-jumping competition. Brrr!

think you have the game sussed, you can then compete in a full tournament or just the one event if you want. Finding one particular event though is a pain for cassette users, as Epyx have not yet found a way around multi-load. You'll find yourself running through the lot, just enter your name(s) and it's off to the land of the Reds for . . .

Weightlifting (Russia)

There are two different types of weightlifting "the snatch" and "clean and jerk". If this sounds familiar then you obviously read my Go for Gold review last month. (I am deeply touched!) The control method is almost identical to its cheaper counterpart but, as you'd expect the Epyx one is more than twice as good. Perfect attention to detail to both graphics and sound, has now become a trademark of the Epyx sports sims. When lifting the weight, the player-controlled character, will screw up his face in agony and then when he's just about to chuck it above his head, he takes long, deep breaths.

Barrel-Jumping (Germany)

Only the crazy Germans would dream up an event like this. How many Englishmen that you know would go out in the middle of winter and attempt to jump over fifteen barrels of Heineken whilst wearing ice-skates! You have a choice of how many barrels you feel brave enough to attempt, they range from three (pathetically easy) to twenty (painful botty!) As with all the events in the Epyx game series the graphics are amusing, so much so it is often tempting to fail. If you do you will see a rather ungraceful skater come smashing through the ice. Brilliant.

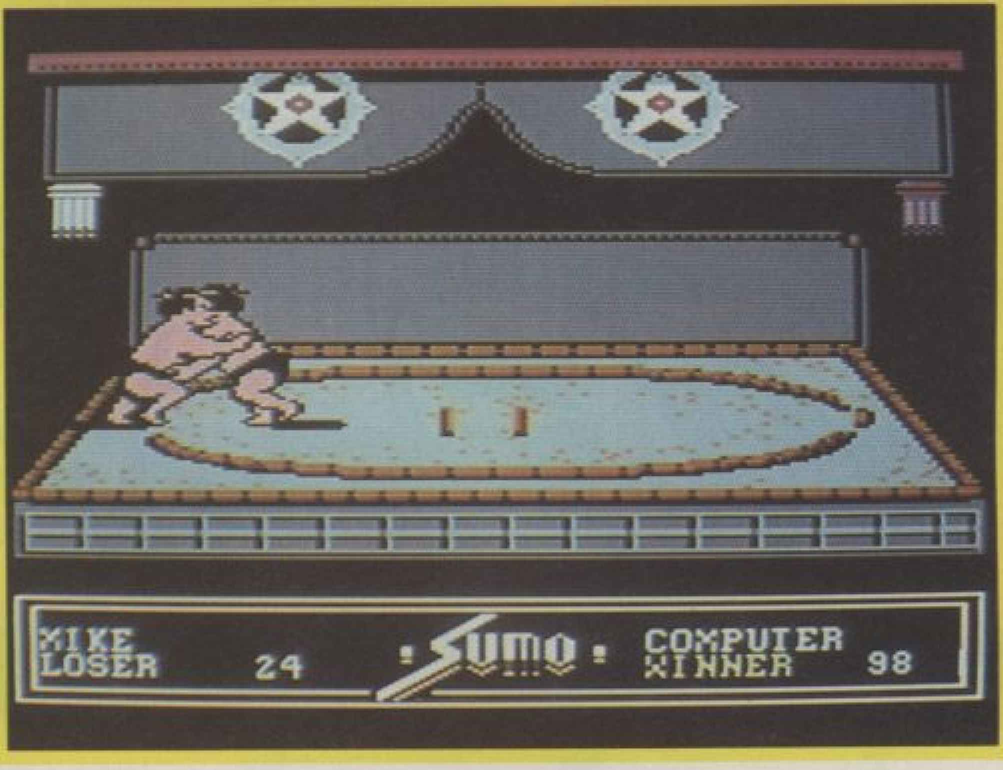
Cliff-Diving (Mexico)

I have often wondered what motivates people to do such a suicidal "sport?" That doesn't mean to say that I don't thrive on doing it in the safety of my own armchair. There are several different heights that you can choose to take your dive off. The higher you jump from the more that you are likely to score but, the more risky it is. Another way of gaining a good score is a

Cliff diving — for nutters only — our man looks like he's getting cold feet.



stylish dive. Will you complete the perfect Swan? Or will you rip your insides open on the side of the cliff? . . . Ouch! You can almost feel the pain.



Sumo wrestling, get plenty of chip butties down you.

Slalom Skiing (France)

I would have expected to see this event on the earlier *Winter Games*. You have two attempts in which to get through a long, downhill slope. Beware of all flags and trees, or there will be a nasty fall, and disqualification! Tres Bien.

Screen Star

Log Rolling (Canada)

This sport was started by lumberjacks in the 1840's. The object is to roll your opponent off a log floating in water. By moving the joystick left and right, you will move your feet and put your opponent off balance by changing the direction in which the log is rolling. This should cause the meanest joystick-wagglers some bother.

Bull-Riding (U.S.A.)

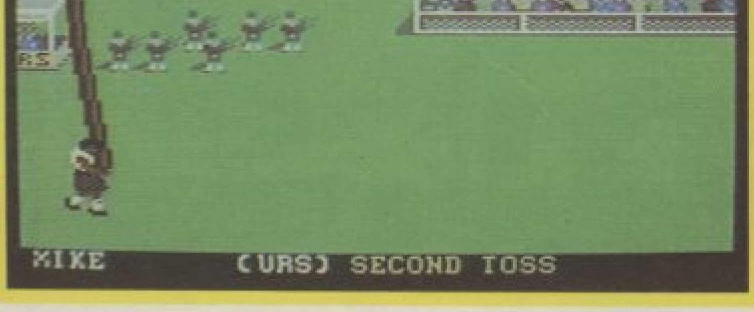
Trying to stay on the back of a two-thousand pound slab of prime steak for eight agonising seconds isn't exactly my idea of fun. Epyx obviously think it is, as this is the next challenge you must face. There are five bulls to compete against from the easiest, Ferdinand (no relation) to the hardest, Earthquake. There are three different moves the bull can do to get rid of you: halt, buck, and spin. Each move is counteracted by moving the joystick in a specified direction. Watch out for Earthquake he's mean!



Ferdy gets a bit bullish with Mike. Ride him cowboy!

Caber Toss (Scotland)

It's back to the hills of bonny jockland, for the highland favourite. You must carefully time your steps or the tree trunk-like caber will come crashing down on your nut, burying you in the ground simultaneously. When you gain enough speed, then you can toss! But there's more to it than that. You must be careful at what angle you throw or you could end up with a broken toe, or even a severe hernia. If you manage to complete the event you are then treated to a magnificent bagpipe tune that the Highland Guards would be proud of. Possibly one of the best pieces of music ever to come out of the 64's sound-chip.



Caber toss — a bit of nifty balance needed here if you don't want to end up driven into the ground.

Sumo Wrestling (Japan)

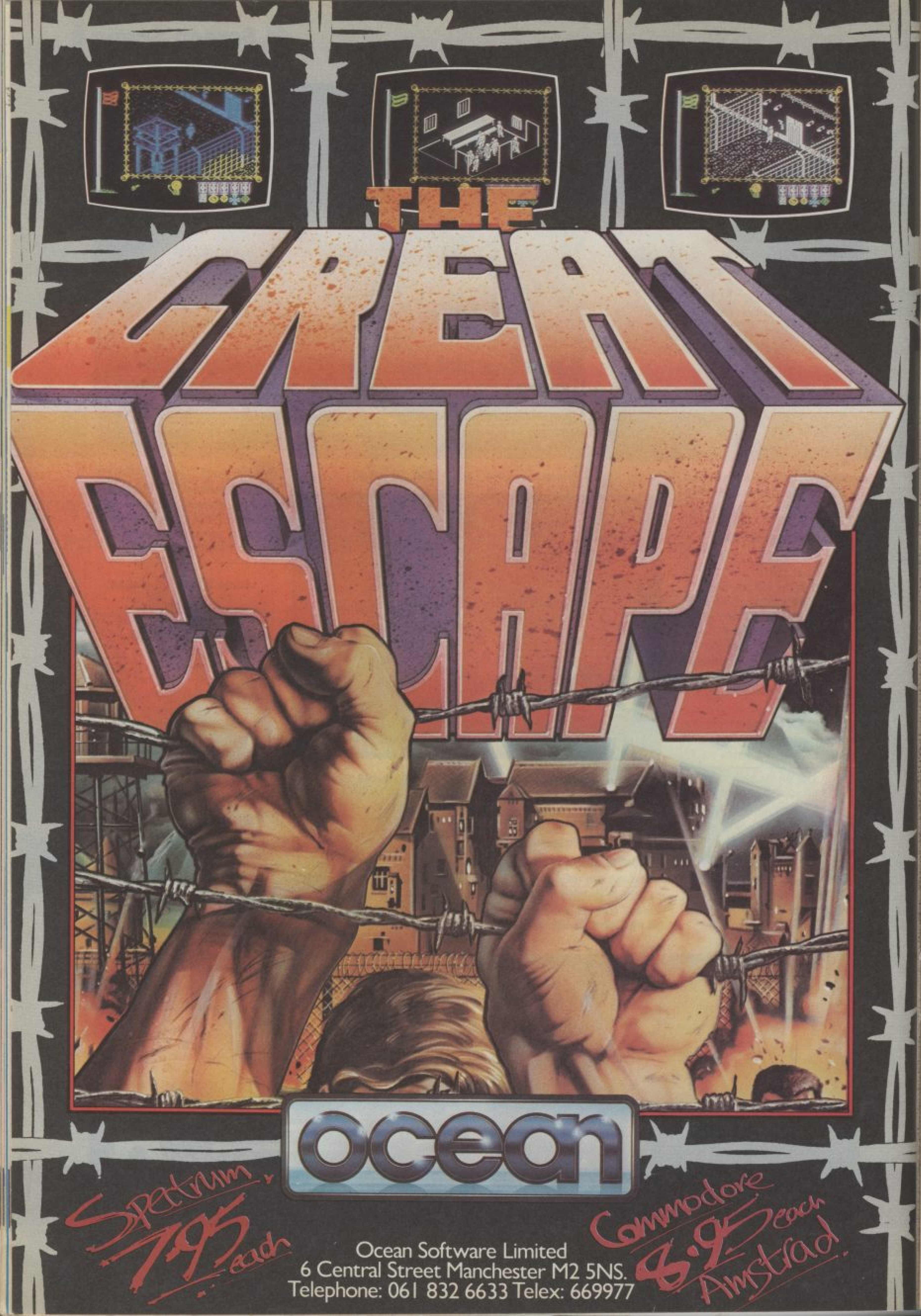
This event is hilarious. You are in a small ring with another hippo-like wrestler and you must push each other out of the ring by grabbing one anothers' G-string. You may also win the bout by decking the opposing Bernard Manning lookalike. There is an assortment of different moves you can do, slaps, trips, and pushes. There is also a spectacular over the head throw, which involves you lobbing the other fatty over your shoulder. The best part is watching him lying there, helplessly. This is my favourite event and would have made a worthy full price game for most companies.

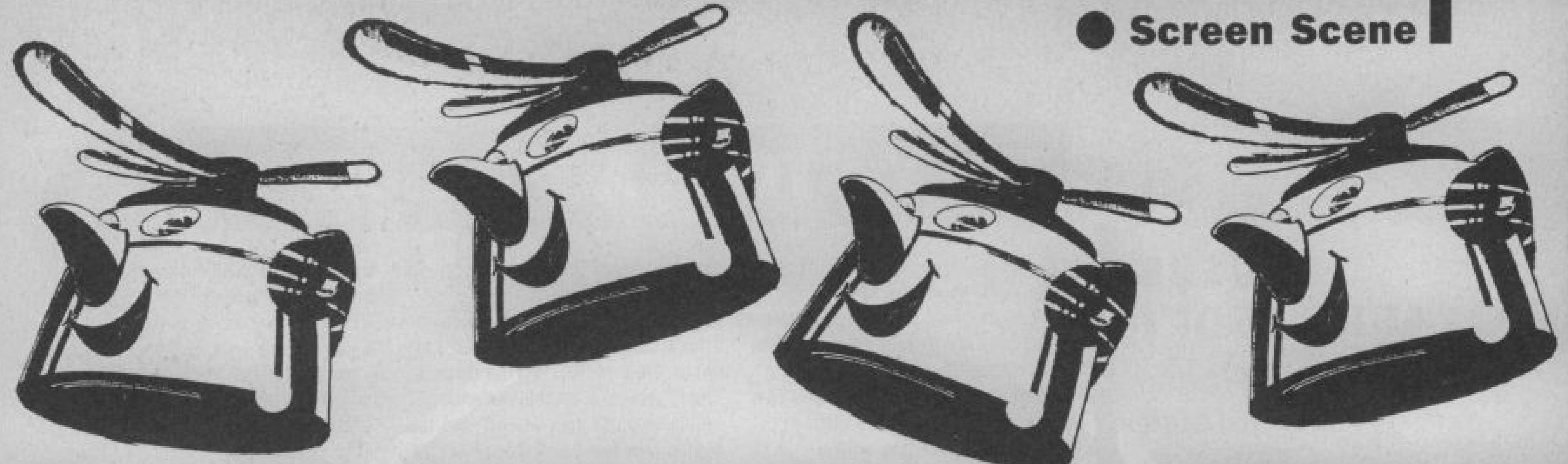
As you can see *World Games* is just as good as its predecessors. I only have one reservation and that is that it's no better than the earlier one. It may sound a bit moany but I was looking for the kind of improvement that separates Summer Games I and II, nevertheless *World Games* is excellent. I'll look forward to *Winter Games II* but meanwhile I'll enjoy this.

Ferdy Hamilton

Graphics 1 2 3 4 5 6 7 8 9 10
Sound 1 2 3 4 5 6 7 8 9 10
Toughness 1 2 3 4 5 6 7 8 9 10
Endurance 1 2 3 4 5 6 7 8 9 10
Value 1 2 3 4 5 6 7 8 9 10

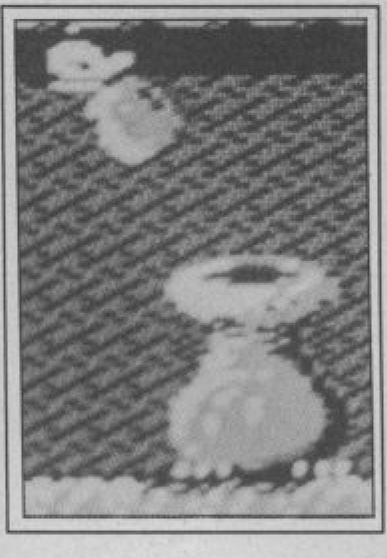
9 Overall


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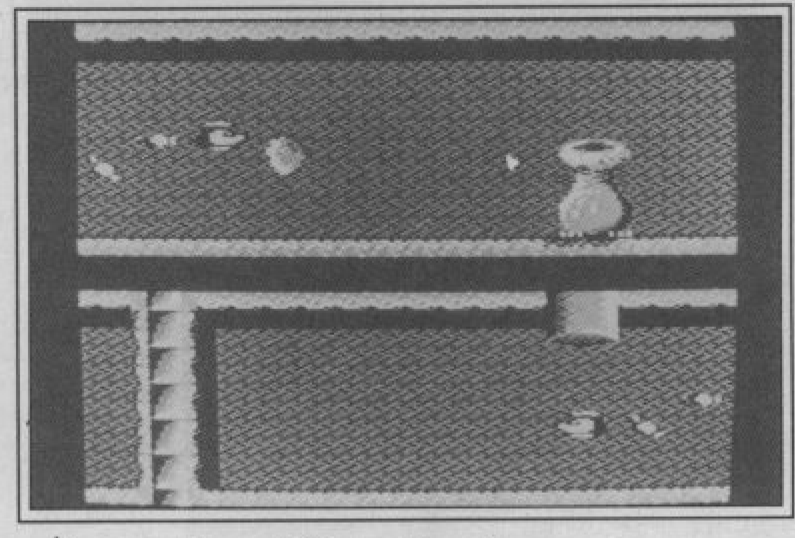
Printed on the inlay of *Kettle* are the words "Action packed, with nerve tingling excitement". Did Commodore User say this, or maybe C&GV? No, Tony Crowther — the author of the game, did! Very modest of you Tony but does your game really deliver like you say it does?

Kettle can be played alone or with a friend using the split-screen technique. The idea is to help your kettle escape a complex underground system made up of thirty levels.

To escape from each level you must locate a tin opener, which is hidden in one of the bubble-emitting bowels. Contact with one of the bubbles drains your energy so, for protection, you are provided with your own little minder or 'crizza', which orbits round you and fires at the players command.

To locate the tin opener you must smash your crizza into one of the bowels ten times. Unfortunately you don't always find a tin opener. Aliens may appear and drain your energy or the bonus points which boost your score.

In the two player option you may choose to help or hinder your opponent. You could also let your opponent do all the dirty work then nip in and reap the rewards (remember *Spy vs Spy*, Tony?)



▲ Now where did I put that tin opener?

Unfortunately *Kettle's* two player option is far from brilliant. Other split screen games like *Ballblazer* and *Pitstop II* are unbelievably thrilling when played with a friend. In complete contrast, *Kettle* in two player mode is laughable. Your kettle becomes indistinguishable from your opponent's and the game becomes a frantic case of waggle the joystick and hope for the best.

The one player game is much better and is reasonably enjoyable, even small amounts of addition crept in until the ridiculously difficult fifth level killed it off.

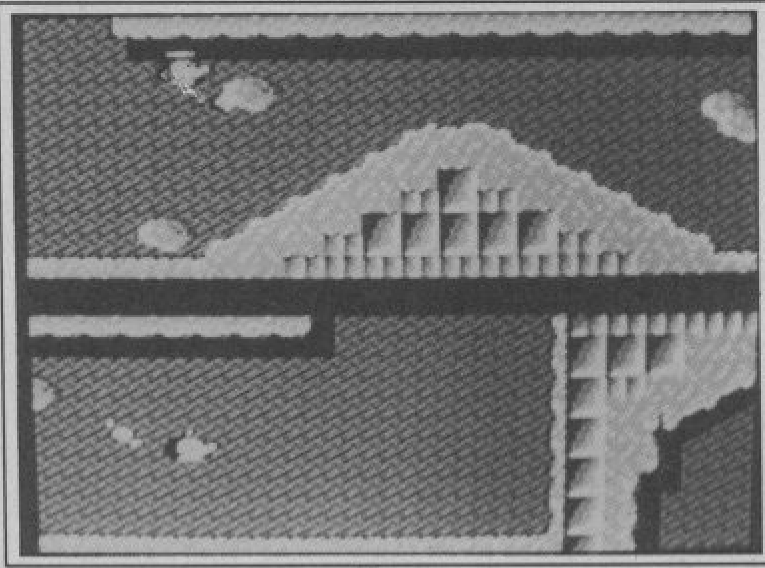
As in all Crowther games the graphics are large, bold and very colourful. The scrolling is smooth and everything is well defined. But nothing struck me as particularly exciting or inspiring.

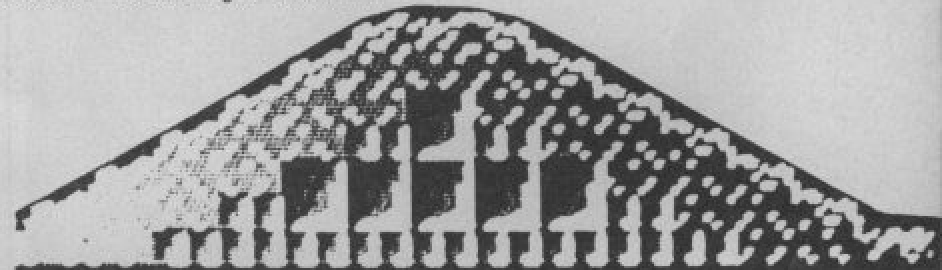
Upon loading you're treated to a 1986 12" disco mix of 'Polly Put the Kettle On' (I know my nursery rhymes). This rather appropriate tune is really very good, unlike the in-game music which is naff. Fortunately it is possible to choose sound effects during the game which are much better and more helpful.

It is a real shame about the two player game on *Kettle*. Everybody loves a good two player game and this one could have really worked. Sadly, Crowther cocked it up and we're left with another mediocre title.

Colm Clarke

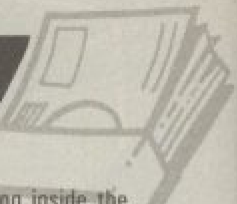
Help or hinder your opponent in two-player mode. ▼





Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

6
Overall



● THEY STOLE A MILLION

64/128 ARIOLASOFT

Price: £9.95/cass £14.95/disk

Alright, put away the striped vest, the swag bag and the brick. This is serious robbery, robbery with intent to steal a million quid.

They Stole a Million gives you five increasingly lucrative and difficult places to rob, starting with a smalltime coin dealers' and eventually finishing with the Narburak Museum in Cairo — large scale lucre here. Since setting up the heist (we'll be using underworld jargon from now on) costs money, sorry, sponduliks, you start with £55,000 but you'll need to succeed in each job in order to fund the next and bigger one.

The first stage involves choosing a target, picking the team, acquiring information about the place you're robbing and finally, getting a fence to dispose of the goods. Now all this costs money and your initial £55,000 doesn't go far.

A blueprint and general information on your target is free. But you'll need more info, and there's plenty to be had for a price: like details of security and alarm systems, and what loot is to be had. It's well worth buying.

But don't get carried away, better choose your team. Case-histories on eighteen villains are provided. Each has a first and second speciality, and each will demand a fee plus a percentage of the blag. So Dynamite d'Arcy blows safes but he also drives. He's not as fast as Adam Prost, who's a muscle-man too.

Choose up to four villains and the appropriate fence and you're off to the next stage. The computer keeps tabs on your spending and won't let you exceed the limit.

That was the easy bit. Now you're planning the job, using the blueprint which appears on screen. Each villain has to be co-ordinated step by step, by selecting the action icons available for that particular villain: move in any direction, pick locks, open doors, blow things up, smash them, disable alarms and pick up loot. The seconds tick away (though not in real-time) as you proceed.

Trouble is, you can only plan the moves for one villain at a time so you must watch the seconds elapsed carefully at each stage to make sure there are no potential holdups and that members of the team won't get in each other's way. Trying to get d'Arcy into a room before Charlie Volts has disabled the alarm gets you no points.

Once you've laid down a 'track' for each villain, you can rewind, fastforward and edit bits in and out. Only when you're reasonably sure that all the tracks will work together do you 'run' the robbery.

As the Boss, you've given yourself the cushy job of lookout and you can intervene if things go wrong. So you 'freeze' the action if the old Bill cruise past, home in to see what each member is doing inside the building and make a run for it if things go drastically wrong — and they probably will.

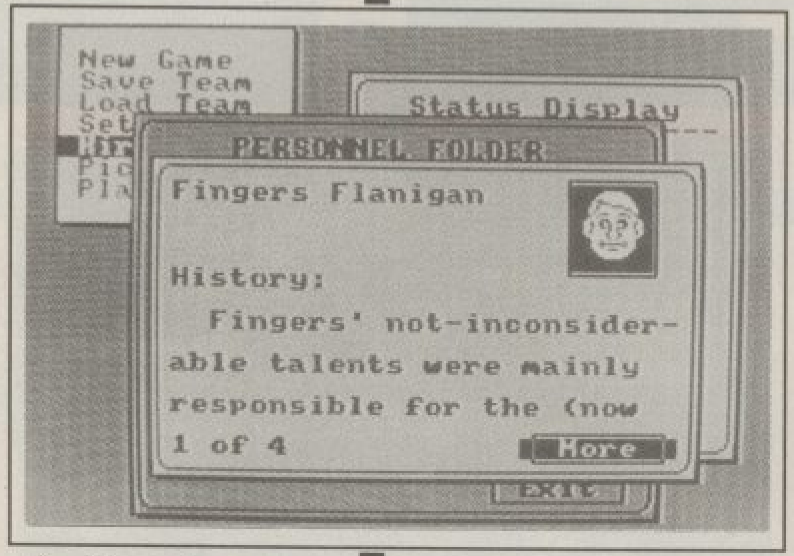
Astute as you all are, you'll know that *They Stole* isn't as easy as I've made it sound. It's very difficult, it'll involve you scribbling on the backs of envelopes, frantically unscrambling 'tracks' that make members of the team foul up each other's work. You'll look more like the Lavender Hill Mob than the gang who did The Italian Job.

They Stole is a clever and well designed program. The whole thing is icon and menu driven so it's easy to get the hang of playing. Information is attractively presented on pop-up windows. Also to its credit is a catchy little tune.

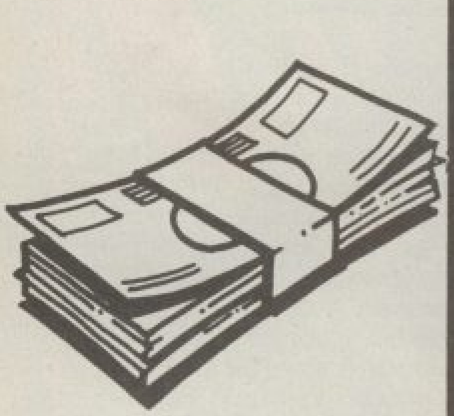
On the bad side are the graphics in the blueprint and robbery stages which are rather barren. A little more detail would have been welcome. Also, since you'll have to read quite a lot of text in the first stage, the programmers might have made the descriptions of targets and villains a little funnier. I only got one chortle out of the whole lot.

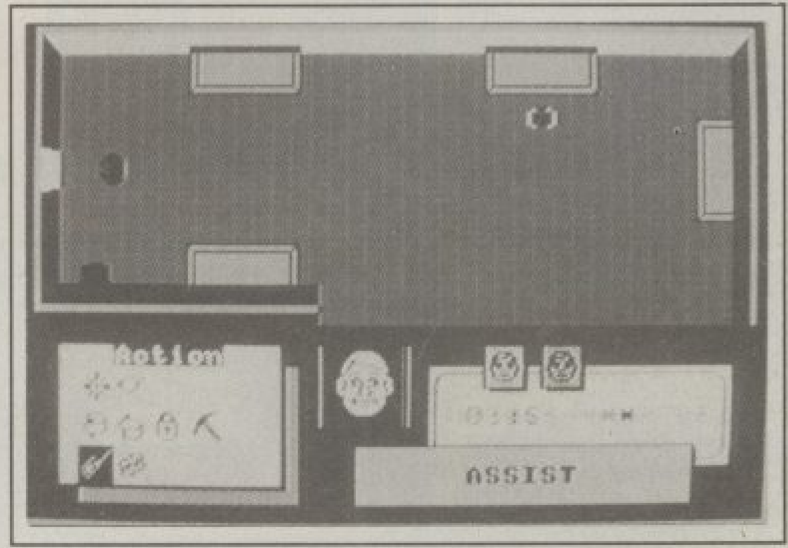
I enjoyed *They Stole* because it's original and involves using your loaf a little. It's reasonable too. You don't have to start all over again if the robbery goes wrong, you simply go back to the blueprint and edit the tracks. It's enough to make Ronnie Biggs come out of retirement.

Bohdan Buciak



▲ **You get a case-history and a mugshot on 18 assorted villains.**





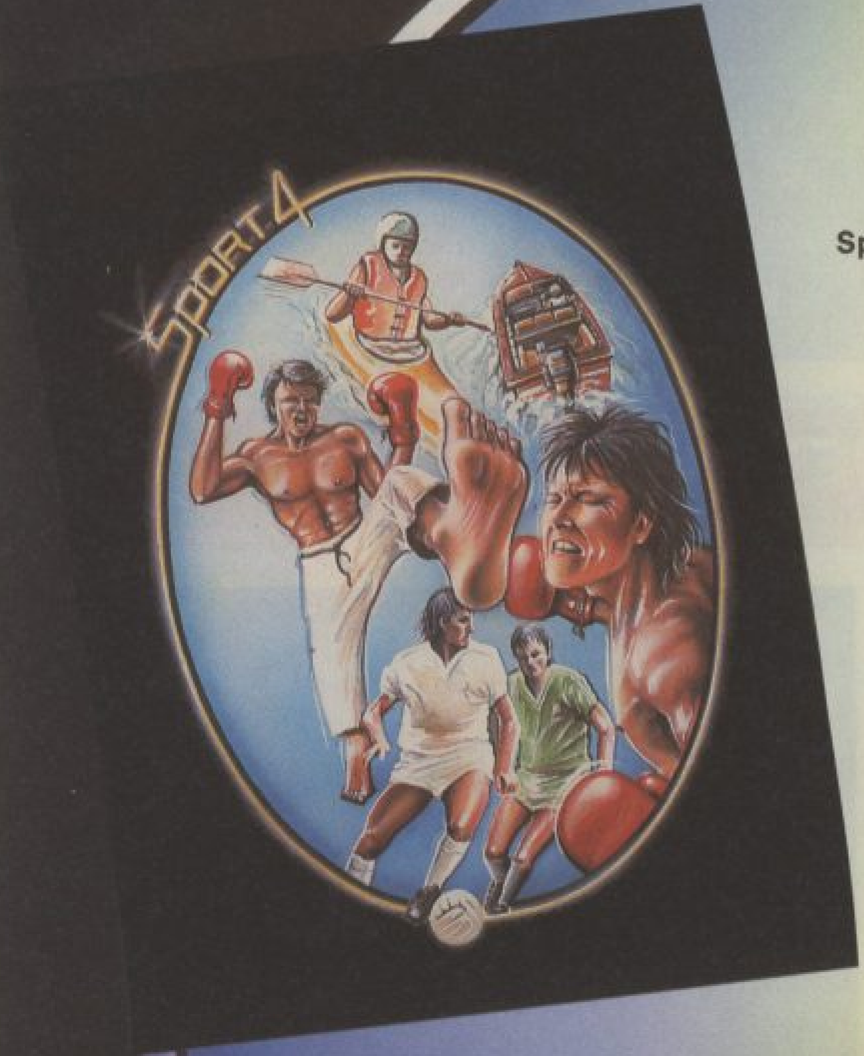
▲ **The robbery stage, looks like you'll have to help the boys inside.**

▼ **There'll be some questions asked when you get back.**



Graphics	1 2 3 4 5 6 7 8 9 10	**7** Overall
Sound	1 2 3 4 5 6 7 8 9 10	
Toughness	1 2 3 4 5 6 7 8 9 10	
Endurance	1 2 3 4 5 6 7 8 9 10	
Value	1 2 3 4 5 6 7 8 9 10	

2 SPORTS 4 ALL



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The mystery of the Bermuda Triangle is revealed.

compass problems.

To help deal with these various scenarios, the Super Huey is equipped with two 9mm machine guns holding 1000 rounds each and 20 short-range air to air missiles. You can tank up with carbon dioxide for the firefighting role and lower a hoist for rescue operations.

But before you can start on any of these missions, you'd better read the instruction booklet carefully. Sadly, this isn't as informative and explanatory as it should be. The instructions about navigation were confusing and complex and the write-ups about the different game plans left me in the dark about what to expect and what precise objectives I was supposed to achieve. You get a cockpit computer which is virtually impossible to use with the information available.

In the end, I decided that success was going to depend very much on

SUPER HUEY II

64/128
COSMI/US GOLD
Price: £9.99/cass
£14.95/disk

Concorde pilot Captain John, hasn't flown a chopper for years — in-flight champagne, caviar and sonic booms are more his scene. But this month he's putting away the wings in favour of a set of rotor blades as he tests US Gold's latest flight sim, Super Huey II from Cosmi.

CAPT. JOHN HUTCHINSON REVIEW



I used to fly helicopters many years ago when they were much more difficult than fixed-wing aircraft to fly; it was rather like trying to balance on top of a church spire.

These days, choppers are much easier to control so it was with great interest that I loaded up Cosmi's *Super Huey II* simulation. I wasn't disappointed in its flying qualities. It's a docile and skimmy machine, which was a pleasant surprise.

Super Huey II has more game elements to it than most flight sims. In fact, there are six scenarios:

Renegade: A Huey has been stolen by a madman whose aim is to destroy all the bases in the area. You must try to stop him.

Brushfire: Takes place in the rolling hills of California. Fly over the affected area using thermal imaging to locate the fire and release carbon dioxide to put it out.

Gulf of Terror: Highly topical this one. You're on carrier duty in the Mediterranean and the role is reconnaissance of shipping and reporting on possible terrorist activities.

Oil Fire: An American oil drilling operation has been attacked and you must use the equipment at your disposal to rescue personnel and put out the fire.

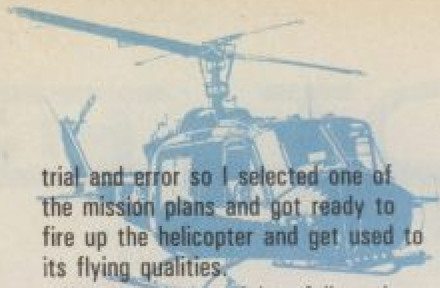
Bermuda Triangle: This one's a mystery. Nobody knows what will happen in this infamous Triangle.

Arctic Rescue: Puts you near the Pole, where you will encounter severe weather, constantly moving mountains rising up from the ice and



Shoot-out in the Mediterranean, missiles come in very handy here.





trial and error so I selected one of the mission plans and got ready to fire up the helicopter and get used to its flying qualities.

You must be careful to follow the instructions for engine start precisely. If you take shortcuts, there's a strong risk of causing rotor wear which will necessitate a forced landing in mid-mission. By the way, the sound effects here are very good. The noises made by the engine and rotor winding up are very realistic.

Then just practise takeoff and touchdown and acceleration to forward flight. Get used to the feel of the aircraft by trying turns, climbs and descents. Above all, try and get used to the instrumentation.

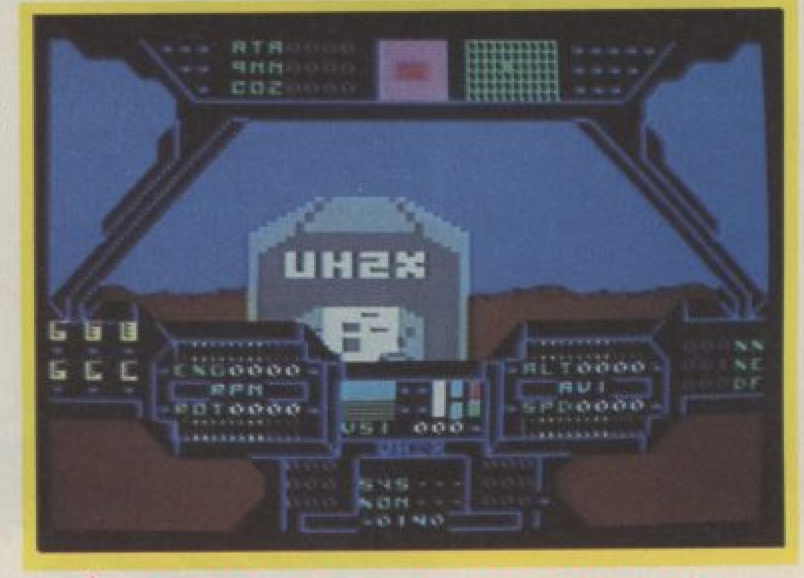
Here we come up against what I see to be a major problem. Neither the flight nor engine instrumentation

southwards while I was steering due north to be absurd and disorientating. Similarly, the plot moves east whilst you're steering west; the whole thing is 180 degrees out of phase.

Generally, the reality of embarking on any one of these six missions is considerably more complex than the instruction manual would suggest. I never found any fires in California, for instance, and I suspect this was a result of confusion caused by the navigation problems I referred to earlier.

The moving mountains in Arctic Rescue appear out of nowhere to strike you down — it's all thorougly unrealistic. On the other hand, Bermuda Triangle is so realistic it's incomprehensible whilst ships and submarines in the Gulf of Terror looked like cardboard cutout models.

Worst of all, the home base (be it



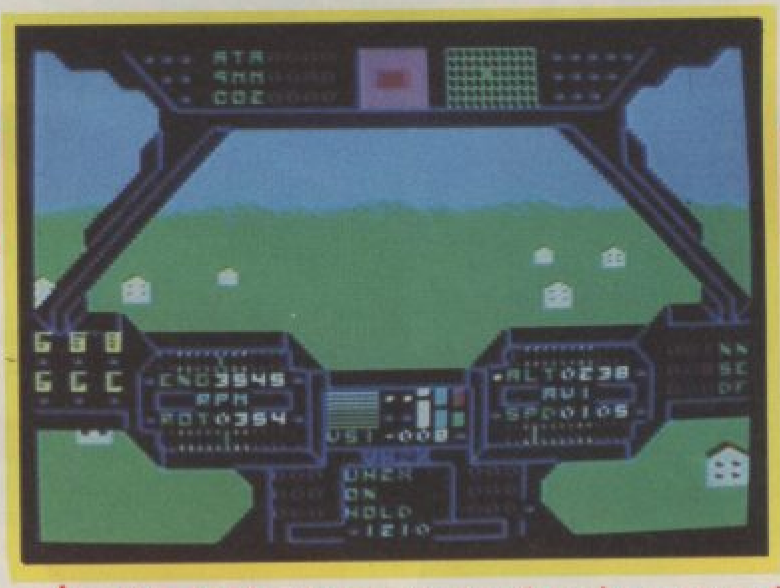
One of the landing bases which provides refuelling.

CAPT. JOHN HUTCHINSON REVIEW

bears any resemblance to what you'd find inside a real Huey. The instruments are far too small to read properly and the overall effect is of a very cluttered flightdeck which caused me much frustration.

Still, there is a vast array of information available in the form of instruments and warning lights but

a carrier or a landing pad in California) is not graphically represented at all. The only indication that you're over the landing pad is that the navigation display starts to flash. There is absolutely no visual clue whatsoever until you're a few feet above the touchdown zone. Only then does a symbol appear to



Little Californian houses ready to be consumed by flames.



A mountain of ice rears its ugly head in the Arctic.

you need to make constant reference to the manual to interpret it.

As for the navigation logic, I eventually came to the conclusion that there wasn't any. I found that the convention of the navigation plot of the helicopter's position moving

indicate that all is well and you've landed in the right place. I found this very disconcerting.

In fact, the graphics were very weak by comparison with other flight sims I have seen. So I never actually got the visual impressions of flight at

any one time. Surely that's the whole point of a flight simulation?

On the missions in which you have to use weapons, I found aiming them to be a very hit or miss process. In short, I never succeeded with any of the objectives and felt vaguely disheartened and dissatisfied by the whole thing.



On the plus side, the Super Huey was a delight to fly. It was easy to handle and forgiving of mistakes. It's definitely possible to get more out of the missions with more precise and by becoming more competent with the Huey.

To be fair, the instructions manual suggests that the simulation is ideal for a pilot and co-pilot situation. I couldn't test this for myself but I'm sure that it could make a lot of difference with the huge amount of information available. With a two-man crew, the pilot can get on with the job of flying, leaving the co-pilot to manage weapons, navigation and the computer. Maybe that's the real key to this game.

Despite that, I still think Super Huey II doesn't really make it as a flight simulator — it's just not good enough. The designers should be stripped of their wings and assigned fatigue duties immediately.

CAPT. JOHN HUTCHINSON REVIEW

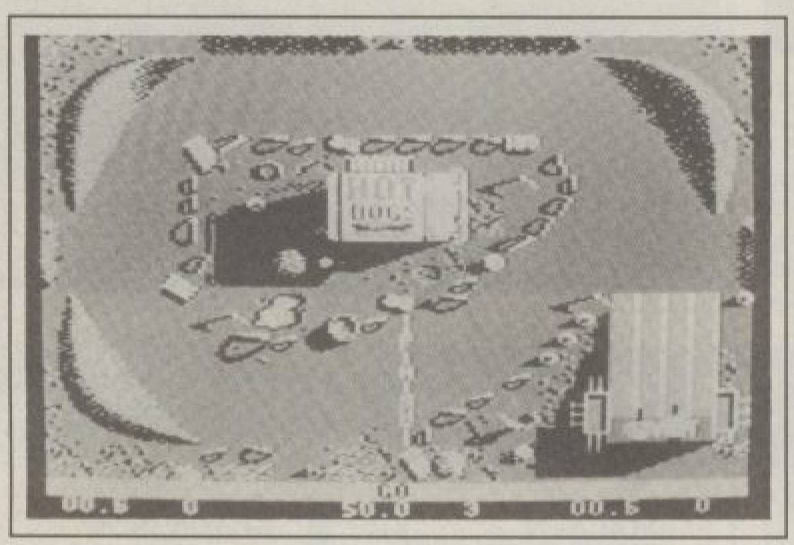
Capt. John Hutchinson

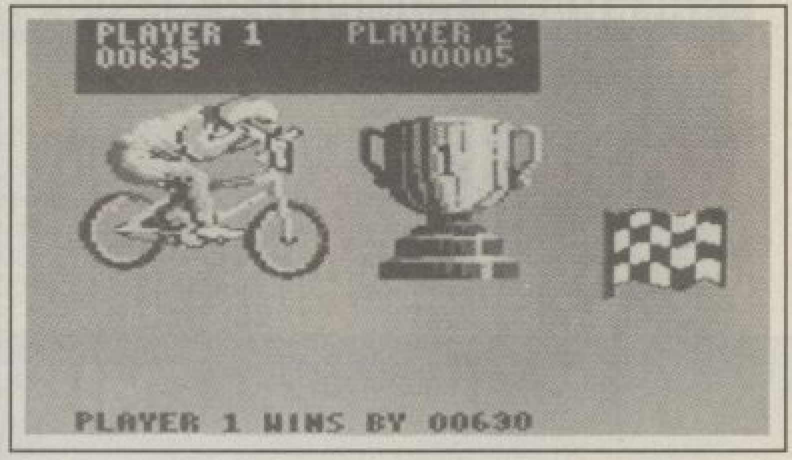
Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

6 Overall



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◀ A few quick circuits of the Hot Dog stand and that's the first course.

▲ Can you clear the cup? Just kidding it's a bit of the result screen.

● BMX SIMULATOR

64/128 CODE MASTERS

Price: £1.99



▼ A couple of awkward banks slow you down on the second course.

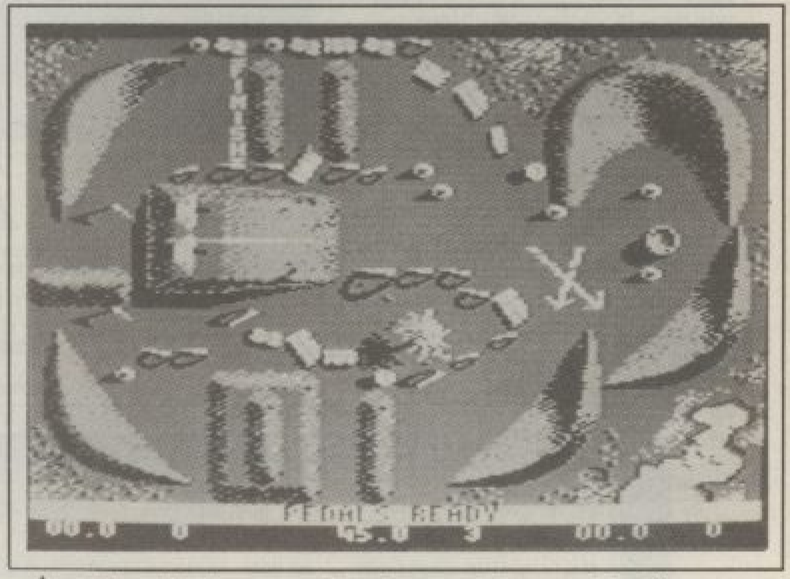
BMX Simulator has just about everything that an armchair biker could possibly want — seven horribly difficult courses, a two-player mode, an action replay facility, and some stirring, dramatic music. All that's missing is a dollop of real mud.

The courses are viewed from above, picked out in suitable shades of dirty brown, with effective use of shadows giving a 3D feel to the chicanes and track-side decorations. All the obstacles you'd expect to find in a real championship are featured, including ramps, bumps, water-holes and rough ground. There are burms, too, whatever they are. They sound to me like a bit of Clouseau-speak.

Each course has three laps, and must be completed within fifty seconds if you're to qualify for the next round, which will be even more difficult. You can choose to play either against the computer or a friend, but the computer, of course, never makes mistakes, which can get a sight discouraging after a while.

Three blasts of the klaxon give you the warning to get pedals ready, and at the sound of the whistle you're off, pedalling frantically (fire button down) and turning to left and right as necessary. Controlling the bike is decidedly tricky, and one wrong move sends your bike into the nearest hay-bale, flag pole or pond, whilst your rider is sent spinning through the air to wind up buried in the hot dog tent. Getting remounted is time-consuming, not least because, inexplicably and irritatingly, you're always facing the wrong direction. Equally annoying are collisions with the other rider — how come it's always you who ends up eating dirt?

While you're busy crawling out of the debris, your opponent is pedalling like the clappers (and that's exactly what the accompanying sound effects resemble) and is already on his third lap. When he finishes, he thoughtfully leaves his vehicle standing right in the middle of the track, an obstacle that your suicidal rider finds just too good to miss. Crash!

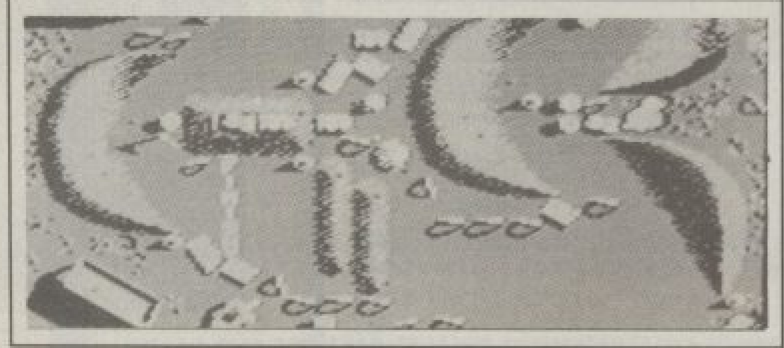


▲ The third course involves a figure of eight. Very useful for collisions.

After the humiliation of the race, you can suffer further embarrassment by pressing the replay button and watching the whole sorry thing all over again. There's even a slow motion replay option, which is fun if you want to see your biker on one of his many airborne trips plummeting gracefully to earth. This is a neat programming trick, though I can't really see the point of replaying your disastrous performance time and time again.

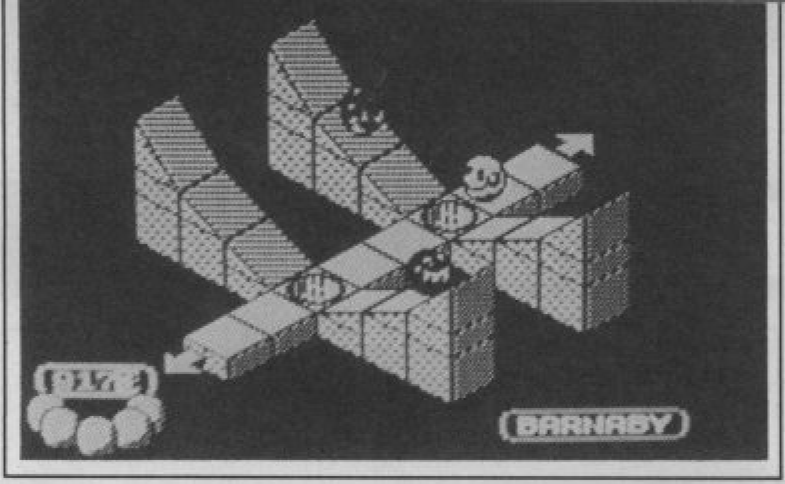
There are many BMX games on the market, and I have no doubt that this is one of the best. For its price it packs a lot in, but it's likely to appeal only to those people who are instantly sent into ecstacy at the mere utterance of the magic initials BMX.

Bill Scolding



	Scale 1–10
Graphics	8
Sound	7
Toughness	7
Endurance	6
Value	8

7 Overall



Black balls are nasties, just look at their teeth.

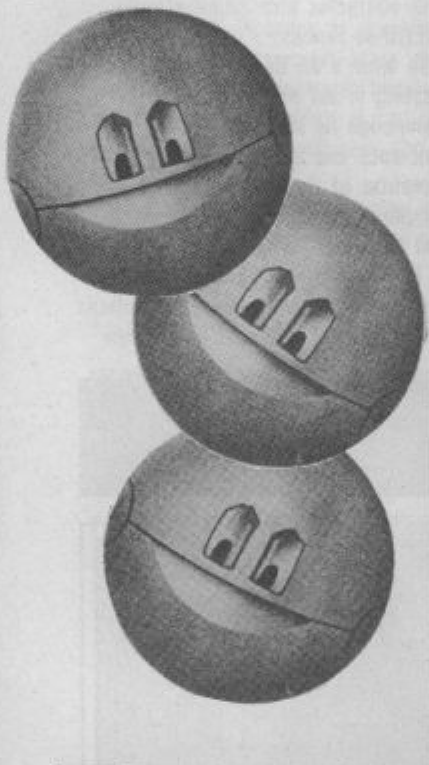
Partly because of that, I found the going slow at first. The joystick movements are unusual — down is right, right is backwards, left is left, forwards is forwards — and you might find the keyboard easier.

make it nigh impossible to reach the exit point. And many of these screens have black bearings lying in wait, determined to push you away from your route or under some falling brick.

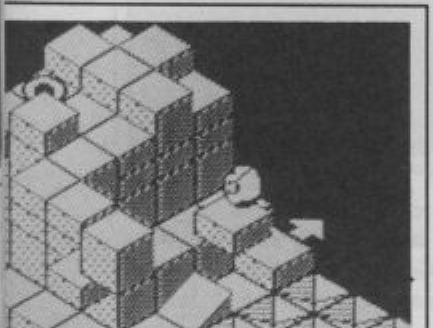
There are also air ducts, which carry you on an up-draft of air from one ledge to another, but if you come to rest over one it will keep

● BOBBY BEARING

64/128
THE EDGE
Price: £8.95/cass



Stunning graphics, but you still don't know where to go.



Bobby Bearing lives in a world constructed of steel — of corridors, walkways and towers of building blocks; a world where youngsters shouldn't go out alone, for fear of being mugged.

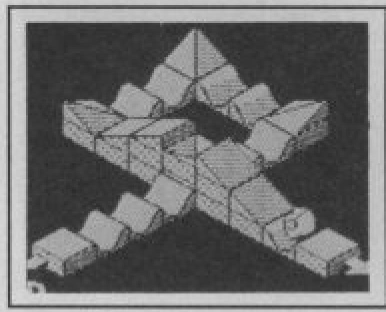
Bobby and his brothers have coped adequately with living in this state of siege until the day their wayward cousin arrives, presumably fresh from the country and chewing a straw. In next to no time he's led the gullible balls out into the city, where they're immediately set upon by the spherical thugs, and left lost and stunned in distant corners of the Metaplane maze. It's up to good ol' Bob to round them up, and bring them home.

All of which is mildy entertaining but does little to disguise the fact that this game, like all *Marble Madness* clones, involves little more than moving a ball around a hazardous course of slopes and pathways, avoiding some things and looking for others. The superficial resemblance with MM ends there, as the kind of problems encountered are altogether different from the arcade classic. Similarities with *Spindizzy* however, are rather more evident.

The animation really is something special. Bobby has just about all the personality a ball can have. He bounces along happily, grinning from ear to ear, looking left and right and up and down, but if he falls off a high ledge, or is stunned by an evil bearing, he wobbles about looking pained and dizzy, a large question mark over his head. Worse still is when he misjudges his speed and ends up underneath a descending brick, whereupon he is mercilessly flattened, the smile wiped off his face.

This is quite endearing, but might distract you from appreciating just how clever the animation is. It's all filmed in glorious 'Curvispace 3D' — the name given by The Edge to a graphics technique which allows the programmers to exactly mimic the motion and momentum of a speeding ball.

There are five balls to find, and you've got a good deal of time in which to find them. The digital



Two ways to go and both look bumpy.

counter clicks away quite slowly when you're rushing about, but speeds up whenever you're stationary, so it's a good idea to hit the pause button while you decide how to negotiate a particularly nasty obstacle. You lose more time whenever you're stunned by a bearing or after a long fall, and 200 units fly past whenever you're squished. You can, however, lose as many lives as the time allows.

Drawing up a map is essential; without one, you'll never find your way home again.

Not all the screens are that difficult — some are worse! In your travels you're going to pass over corrugated hills, up spiralling slopes, through tunnels and across large expanses of landscape so warped that the inclines and depressions

you bobbing helplessly, unable to move in any direction. It's at times like this that you hit the Cheat key — Q — which allows you to commit suicide, placing you once more at the beginning of the screen, and giving you an opportunity to avoid making the same mistake.

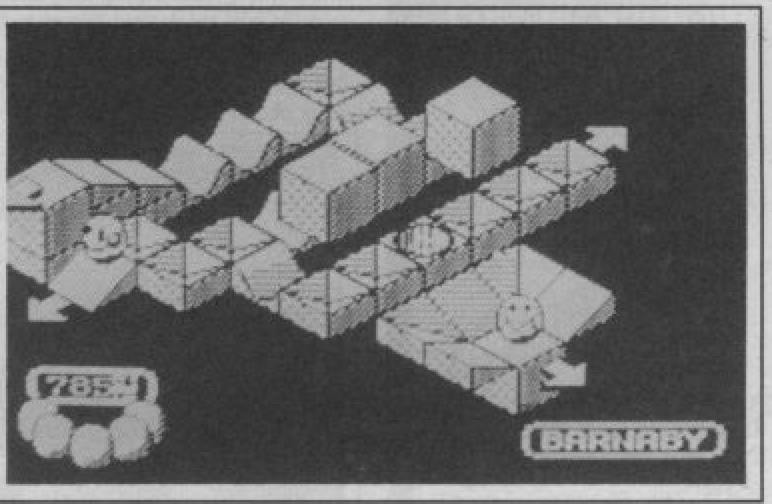
Many of the screens include bull's eye trigger squares, and passing over these affects what happens on later screens. One of the lost balls is lurking only seven screens away from home, but you won't find him if you don't activate the correct triggers in the correct sequence on your way there.

According to the instructions, Bobby is supposed to push his brothers all the way home, one at a time. I reckon this is physically impossible, as some of the hazards are well tricky when you're on your own, let alone with company. Presumably that's an opinion shared by The Edge programmers, who've thoughtfully provided a short cut. If you reach for the Cheat key on finding an errant bearing, he'll disappear from the screen, to reappear below the clock counter, safe and sound.

All in all, then, a technically accomplished and very addictive game.

Bill Scolding

Barney's in the bunker. Can you rescue him?



	1	2	3	4	5	6	7	8	9	10
Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

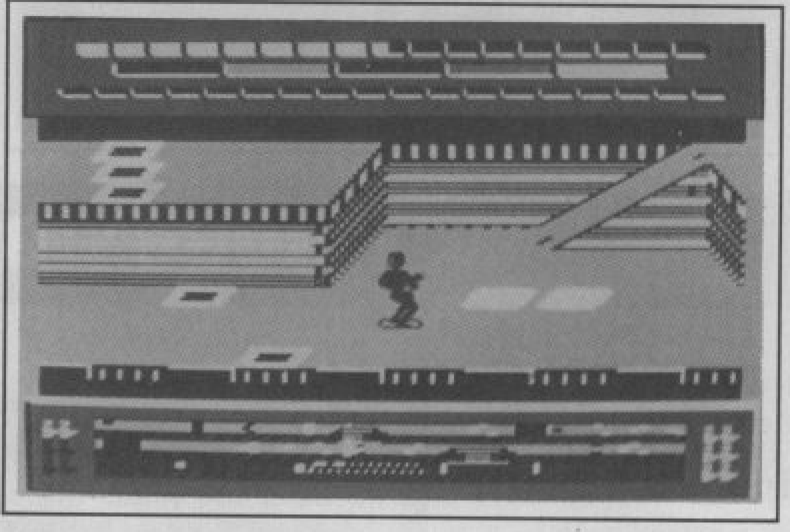
9
Overall

WARRIOR II

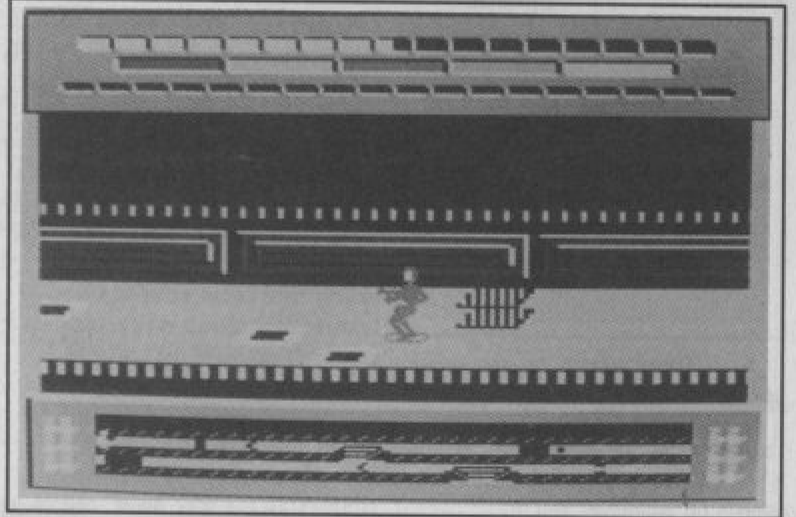
64/128
NEXUS
Price: £9.95/cass
£12.95/disk

Imagine skiing at break-neck speed through a futuristic complex wasting everything in sight with a high-powered laser. That's the nearest I can get to describing *Warrior II* — only you are not on skis, they just sound like them. They look more like snow shoes though the blurb prefers the more spacey description of 'hoverplane'.

Still no closer to finding out those secrets.



It's less bovver with a hovver, and a laser gun.



Whatever it's called, it is the most immediately impressive thing about Warrior II. You can almost feel the movement of it making you dizzy as the Warrior spins to change direction. It sort of bubbles up and twists — like a skateboarder bouncing off a wall or incline.

It slides beautifully too. Just a little tap on the joystick and it will edge forward, hard down and the speed increases. You have tremendous control over the Hovver and you certainly need it for hopping over obstacles and avoiding electrified fences.

So what's all this dodging and blasting in aid of? The pursuit of knowledge no less. Y'see the 'Ancients' hid all their secrets in a computer at the bottom of the complex. You need to get down to find them out. Why the world needs to know all these gigantic pearls of wisdom is anyone's guess — perhaps vast resources of snuff have been

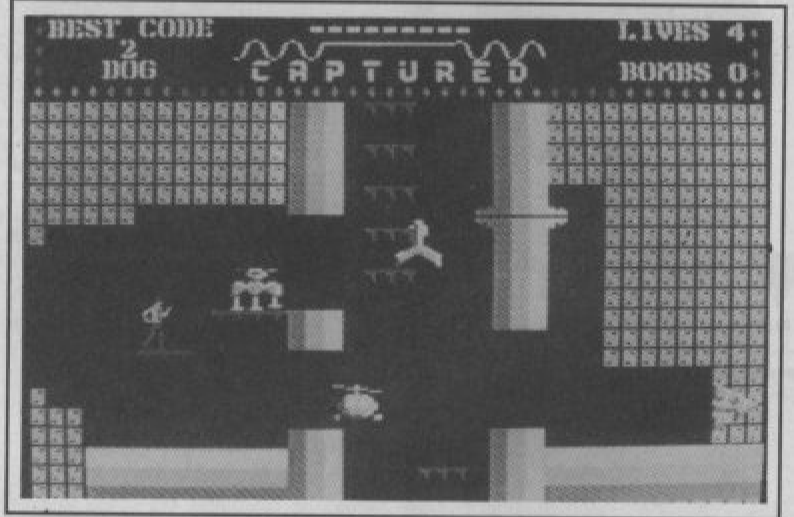
CAPTURED

64/128
AMERICAN ACTION
Price: £8.95/cass

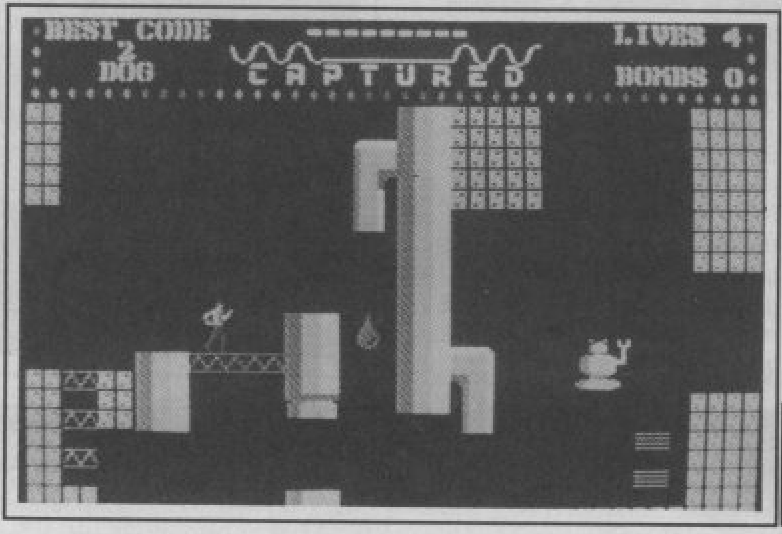
I would describe this game as a fairly well put together piece of boring old tosh. *Captured* is a game like a hundred other games. *Jet Set Willy* meets *Monty Mole* in *Cauldron II.*

Don't pay any attention to the inlay which, even with the wildest imgination in the world couldn't apply to the game. "Captured sets new standards in computer games and injects innovation into the platform concept". Of course it does, and what's more, Manchester City are going to win the league this year.

Though I find talking about it

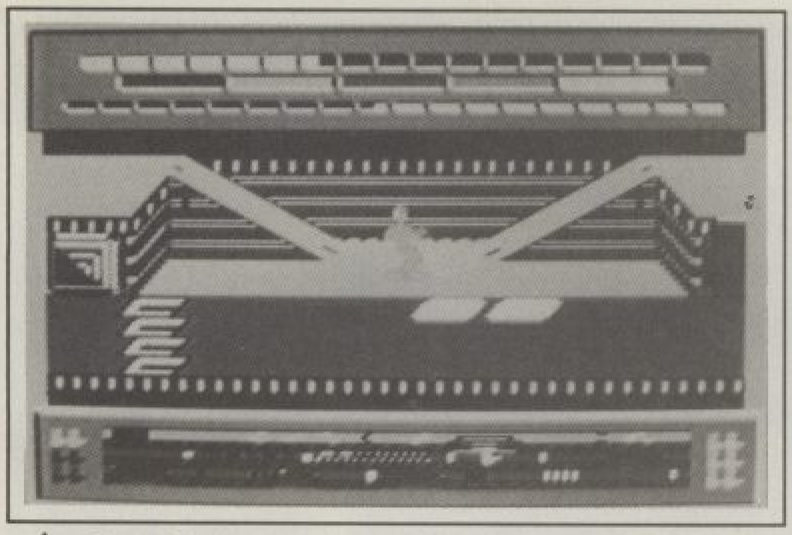


Ken describes this one as boring old tosh, nice one Ken.



Graphics are good, but the sprites let it down.

almost as painful as playing the game, here goes. You move a little man around a platform scenario just like the one in the screen shot. You can run left or right and jump. The animation is actually not too bad, apart from the fact that your little man walks like an Egyptian. *(Sounds*



▲ Can't find any nasties? Stick around, they're coming soon.

discovered in the North Sea and no one knows what to do with it.

Seriously though — getting there is no easy task. Hoardes of graphically disappointing nasties are after your blood. There are electronic hazards all over the place which, if you make contact with them, will cost you a life.

Blasting these nasties freezes them and enables you to absorb their life force.

If you succeed in reaching the bottom you will find a task waiting for you before you are allowed to hack into all those secrets. You are advised to keep your eyes peeled on the way down — studying the objects strewn around for possible clues.

All of this might give the slight impression of an arcade adventure. This would be totally untrue. Warrior II is about blasting, manouevering your Hovver through difficult gaps and letting the nasties have it with your laser.

The best part of the game is the jumps. Leg it across the screen as fast as you can, press fire, and sail over those electric fences. You have to watch how you land, though, or you might bounce right back into the fence if you're not careful. The more 'ancient' among you will recognise this as the sequel to Psi Warrior game launched by Beyond a couple of years back.

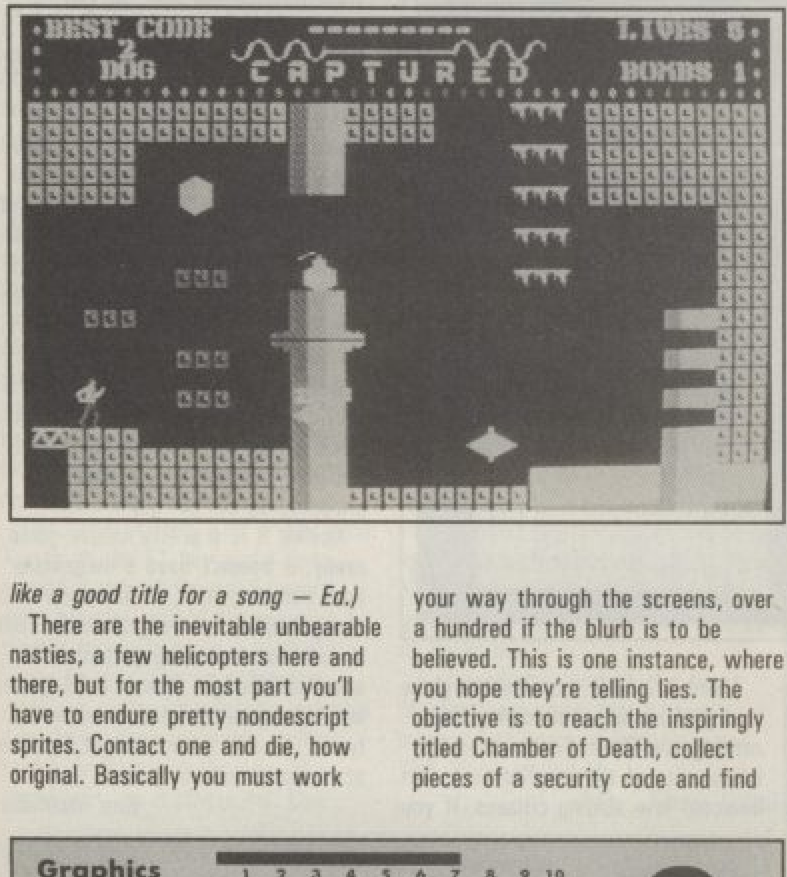
It does actually point out this fact on the cassette inlay. I have to say though — I can't really see how it differs from the original. It seems incredibly similar and I therefore wouldn't recommend it to anyone who already owns version I.

That said, it is definitely worth considering if you haven't got the original. Warior II is not for the gamer of average ability however. You have to be determined — the blast fast brigade will love it.

Eugene Lacey

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

6 Overall



◀ Your task is to reach the Chamber of Death, yawn.

like a good title for a song — Ed.)

There are the inevitable unbearable nasties, a few helicopters here and there, but for the most part you'll have to endure pretty nondescript sprites. Contact one and die, how original. Basically you must work your way through the screens, over a hundred if the blurb is to be believed. This is one instance, where you hope they're telling lies. The objective is to reach the inspiringly titled Chamber of Death, collect pieces of a security code and find your way back out.

You begin with five lives and one "kill everything" weapon, described on the screen as a bomb and on the packaging as a laser weapon. More of these bombs (or laser weapons) can be picked up on various screens.

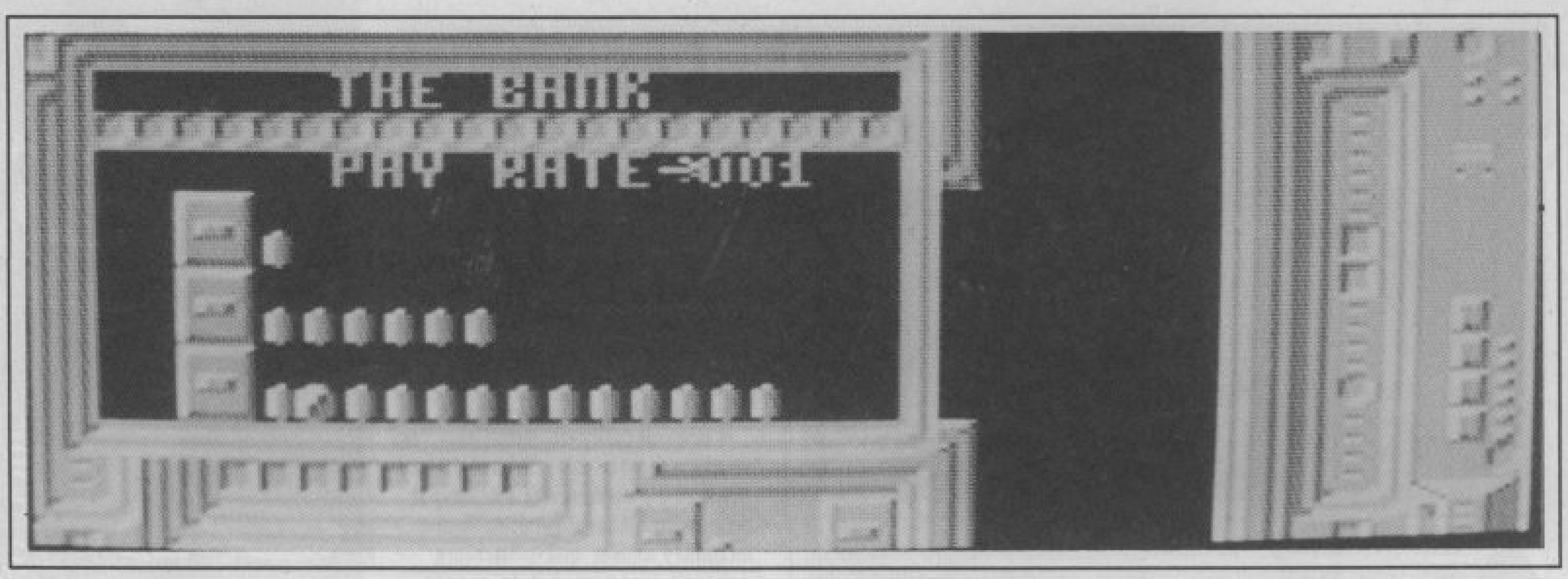
In its favour, not a lot. But it is quite well programmed and there are few bugs (don't press RESTORE unless you want a crashed 64). All of which is pretty irrelevant if you ask me, because the game is so naff you lose interest after the third screen.

I won't bother with any more. Take it from me, this game is about as enjoyable as having a boil on your bot. The only people I can imagine *Captured* appealing to are those who have never seen a platform game in their life. If you have, you'll find it as appetizing as a three day old curry.

Ken McMahon

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

3 Overall



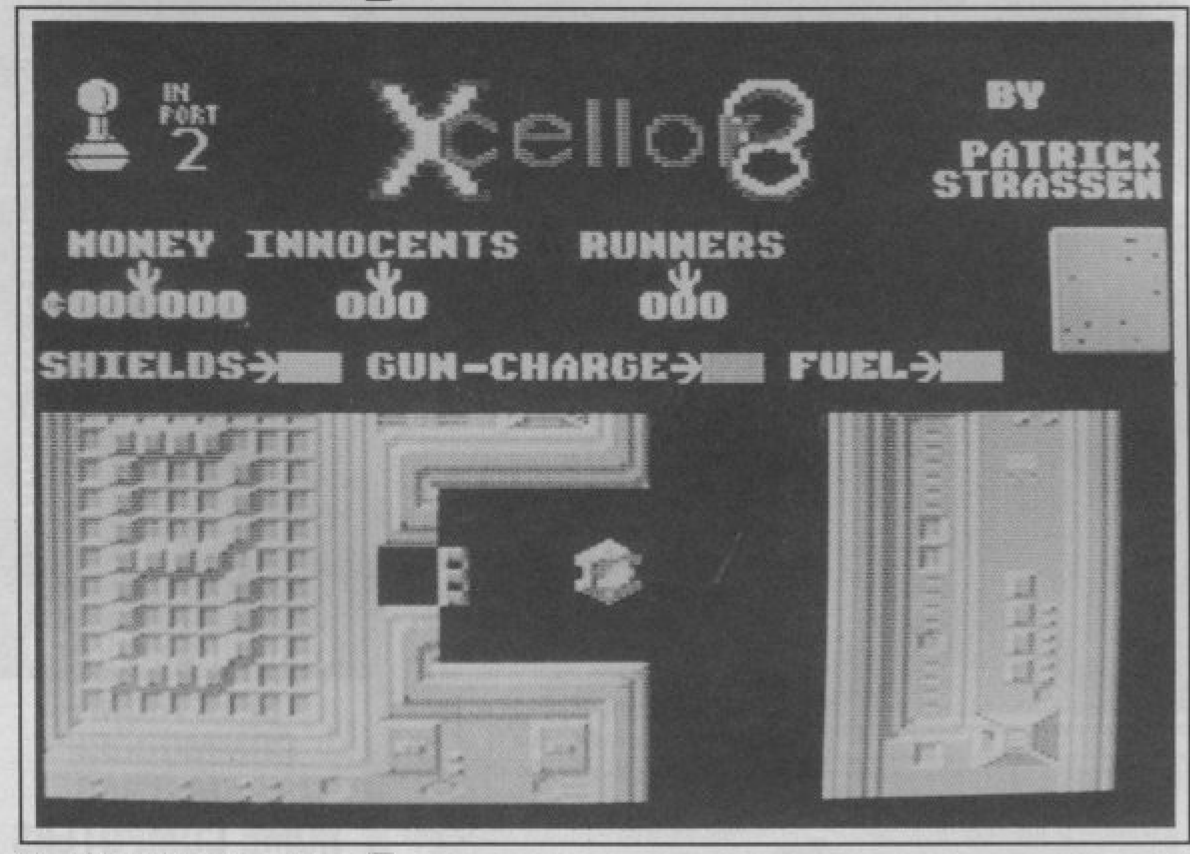
Push your way up the queue to get a better rate at the bank.

XCELLOR 8

C16 and Plus/4
GREMLIN GRAPHICS
Price: £6.95/cass

If Gremlin continue to release games like *Xcellor 8* and *Trailblazer*, C16 and Plus/4 fans have a lot to look forward to. Xcellor 8 features the kind of metallic, bas relief graphics only previously found on the 64.

Xcellor 8 is, in fact, a quite simple maze. The runners nip around the maze at lightning speed for seemingly no other reason than to give you something to shoot at, though they are no doubt engaging in 'low-life' activities of a highly illegal nature.



Graphics like these on the C16? Never.

The story line, it's true is nothing exceptional: "A city of the future, Xcellor 8 plays host to the low-life of the universe. Known as runners, these criminals keep you employed as you are a mercenary bounty hunter of the future; your job — to shoot and capture these desperate villains."

There is a little more to the game than just zipping around the maze zapping low-lifers. There are a few inhabitants of the labyrinth who are innocent law abiding citizens. If you blast one of them it's unfortunate, but not as unfortunate as if you blast three because then the game ends.

This unhappy situation can, however, be avoided by a hasty visit to the hospital, which will patch up the innocent, no questions asked for a mere 78 credits.

But where do you get the cash? From the bank of course. The bank pays a good price for terminated criminals. The only problem is the rate drops from the moment you walk through the door so you have to muscle your way through the crowds (queues of dots) if you want to get a good price.

If you're careful and manage to make a killing without wasting too many innocent passers-by, you will soon accumulate a hefty wad in your back pocket. This can be blown on extra equipment and fancy gadgets to make the task of cleaning up the streets that much easier.

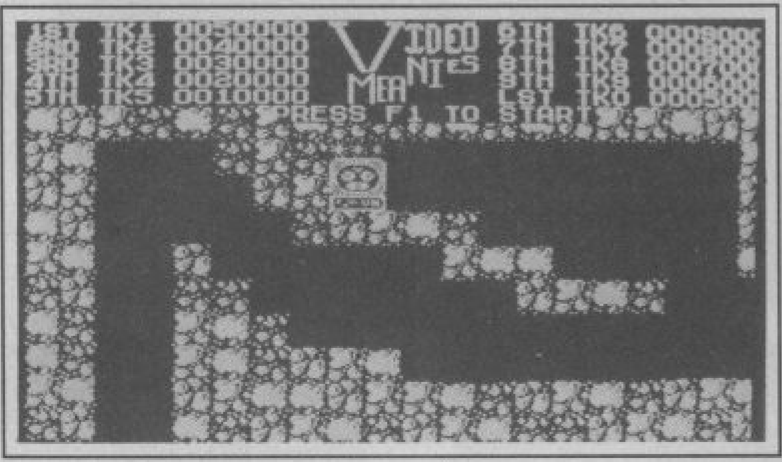
I suggest as soon as you've got the cash you head for the shop and fuel up. Running out of gas has the same effect as shooting mum, dad and the kids out on a weekend shopping spree, i.e. game over.

Xcellor 8 is a pretty simple game really, it doesn't have a megamaze (you can map it in ten minutes) and the gameplay is straightforward. But it does have amazing graphics — everyone thought it was a 64 game, and was great fun for a couple of hours. Arcade addicts might find the attraction a bit short lived.

Ken McMahon

Rating	Score (1–10)
Graphics	9
Sound	7
Toughness	5
Endurance	5
Value	7
Overall	**7**

VIDEO MEANIES



Video shop down my street doesn't look like this.

C16/Plus/4 MASTERTRONIC

Price: £1.99/cass

You can be forgiven for being confused about the title of this game — its called *Video Meanies* on the inlay but the screen shots state clearly 'Video Nasties'.

All of this is forgiven when you read the name of the author. Yip, yip, yippee its Tony Kelly — author of the excellent *Mr Puniverse, Big Mac* and *Squirm*.

That's one thing I like about Mastertronic — they always tell you who the game is by — an invaluable pointer as to its quality.

Tony's latest offering is set in a millionaire, video tycoon's castle. The place is overrun with nasties and with video's bleeping away in every room. Your job is to get inside and turn them all off (the videos not the nasties).

You have six droids to send in on your behalf. Well — you wouldn't expect Granada's maintenance man to risk his own neck with all those creatures about, would you?

The game started with a jolly tune. A stab at the F1 key and I find myself in one of the castle rooms. After blasting one of the meanies I started to shoot down a wall of bricks (it was just an automatic reaction). I was just getting into this demolition when a meanie appears — taking the place of the one I'd destroyed — and blasts me. One droid dead — only five left.

Next time round I was ready for the second 'Meanie', and turned off my first video. The loud 'Meeoowing' noise ceases when you turn off a video — a nice little acknowledgement of your skill.

It gets more difficult to silence the videos as the game progresses. You need to get keys just to get into the areas where they are located and many of them are guarded by pulsating lasers.

The whole point of turning these vidoes off is to spell out — letter by letter — the title of the game. Each time you turn one off you are given a letter which appears in the box at the top of the screen.

Its a tough game. I have to confess that after four days solid play I still had four letters to get. Some of the Meanies are incredibly fast and there is the added difficulty of your energy running out.

The game features twenty four screens of action. They are well animated with some neat touches — like the way your droid bobs up and down. There are just a couple of moans though. The whole thing appeared a bit jerky — smoother scrolling would have improved it tremendously.

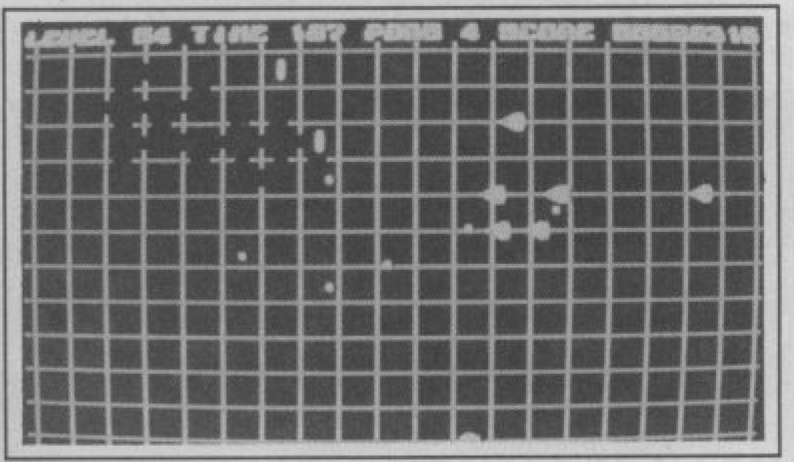
The sound effects and music were up to the high standards set in Tony Kelly's previous titles. Overall the game plays like an improved version of Berks III.

I enjoyed it — and its the first Mastertronic game that I haven't managed to crack in under a week. Well worth two quid.

Fikret Ciftci

Graphics
Sound
Toughness
Endurance
Value

7 Overall



Looks like a Minter to me. No, it's probably a fake.

P.O.D.

C16/Plus/4 MASTERTRONIC

Price: £1.99/cass

P.O.D. has no pretentious storyline and no mega-reality to justify its existence. It's just a very addictive shoot-'em-up with sixteen levels — increasing in difficulty as you blast.

The instructions are the most sensible I've ever come across. How about this for incoherent drivel: "You control POD (who else?) around the screen, don't stay in the corners (unless you're dumb). This is a rough one, in the unlikely event of you achieving a good score, the high score table will record it for you".

I've also noticed that Mastertronic have changed their game packaging, it's quite an improvement. Luckily they still use the fast and reliable Novaload loading system. Pity there was no loading screen to gaze at though.

In about one minute flat a highscore table popped up with a catchy tune plinkering away in the background at high speed. I thought about the insult in the instructions as I got ready to start play. I don't want no game with a name like POD showing me up.

A matrix-like grid appeared, but the lines were more spaced out. A few aliens zoomed across the top of the gird in a line, they bumped into the side and descended one grid line. I let rip with the fire-button, only to find out later that POD has auto fire built in — good job an' all — my thumb was feeling it.

Phew! That was fast. My hand started to sweat as I was awarded a bonus and an extra POD (up to a maximum of 5). The next screen was similar, but a few more different types of aliens joined in. This didn't help my POD's any, it can only fire four rounds at a time and only up the grid.

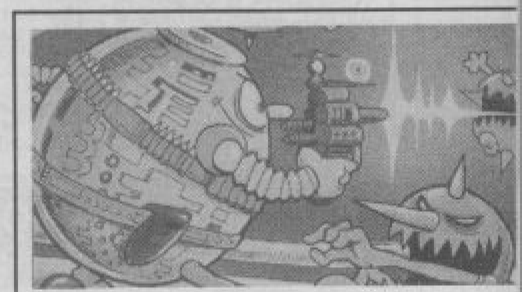
On later screens the game speeds up. The aliens become more suicidal and begin to shoot more accurately.

The kamikhaze aliens made me get greedy, the more they rained down the more they bit the space dust. I never let go of the fire-button, well there are about 20 odd bullets to dodge and later on the aliens start playing kiss chase *(POD ain't that handsome surely — Ed.)*

Because of POD's incredible speed the aliens are only one character in size. The big shock comes when you notice how smooth the game plays, especially at top whack.

This is Mastertronic's answer to all of those Minteresque 'grid' games that are appearing at full price. For two pounds it's not half bad.

Fikret Ciftci



Don't be fooled by the insert, minimal graphics inside.

Graphics
Sound
Toughness
Endurance
Value

5 Overall

● TRAILBLAZER

C16 and Plus/4
GREMLIN GRAPHICS
Price: £6.95/cass

Trailblazer is also available on the C64, Spectrum, Amstrad, Atari and MSX machines. But don't let anybody tell you it's yet another game that's been converted for the C16. The game was actually written on the C16 and converted for all others. The game is not only the best thing to appear on the C16 this year, unless I'm a complete drongo it's destined to go down in the annals as the game of '86.

As with all completely brilliant games, Trailblazer's success lies in the originality and style of the gameplay. There are no aliens, there is no dying planet, there are no heroes, sole survivors of a once proud civilisation and there are no multi-role, X-wing, combat fighter bombers. Force fields, extra lives, platforms, bombs, photon torpedoes, lasers, — none of that. Instead, there is a ball.

It doesn't sound too thrilling I'll admit, but bear with me. This ball travels along on a sort of cosmic causeway. What you have to imagine is a starscape, not unlike the kind of thing Captain Kirk stares out at from the bridge every Thursday night when he can't think of anything to put in his log.

Down the middle stretches a computerised version of the yellow brick road, made up of hundreds of different coloured tiles. Push the joystick forward and the ball shoots off into the screen and the yellow brick road scrolls underneath at something approaching warp factor six.

Just when you're beginning to enjoy yourself, disaster strikes. The road is full of holes and sometimes whole sections are missing. End up down one of them and you are confined to cosmic limbo for about three seconds. So what's wrong with being in cosmic limbo for three seconds? Absolutely everything, because the cosmic causeway has an end, and you have to reach it before your time runs out.

It gets worse. As well as the holes, certain coloured squares have a particular significance. Red squares slow your ball down to a pace a snail would be embarrassed at. Cyan squares are the biggest horror of all. They reverse the controls: left sends you right, right sends you down a hole. There is some good news, though. Blue squares bounce your ball into the air and are handy for jumping over holes and gaps. And green squares make your ball go like it's got a rocket up its bum.

In addition, you get five jumps, activated by pressing the fire button.

There are sixteen levels, each has a different and slightly more difficult course. On completion of each level you get bonus points for remaining time, unused jumps and for not falling down the holes. You also get a password which you can type in at the beginning of the game to jump straight to that level.

Teeny weeny criticisms. The holes in the road are a different colour (black) to the backdrop (grey) which slightly spoils the illusion of space, as does the slight screen flicker. Apart from that, Trailblazer is absolutely amazing colourful and extremely fast scrolling. The only thing that comes remotely close is driving down the motorway on a pogo stick at a hundred miles an hour while they're repairing it. And I've only ever done that once.

Ken McMahon



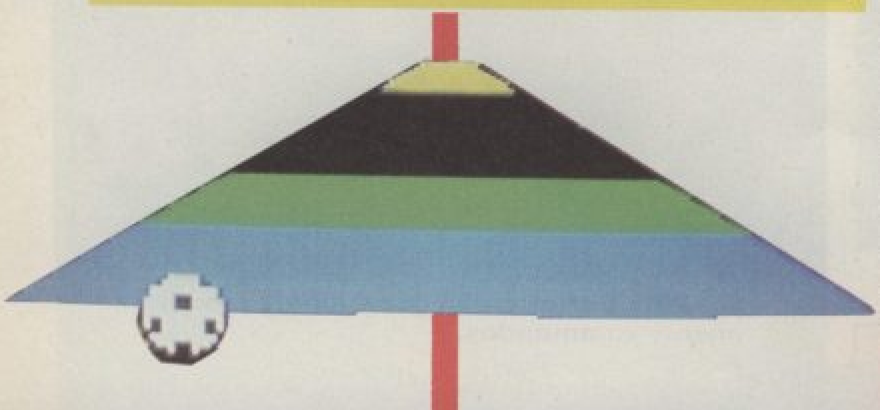
Graphics rival the 64 version.



The black and white squares appear at the end of the first level.

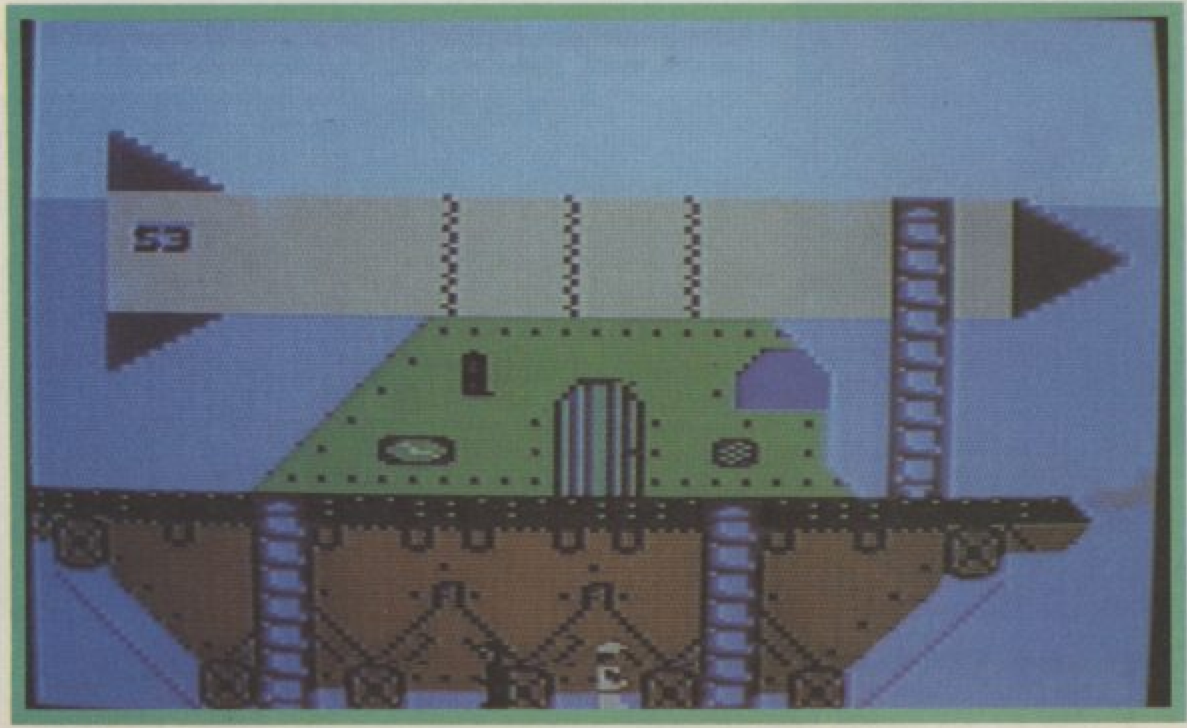


Watch out for the gaping chasms between levels.



Rating	Scale
Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

9 Overall



Who left those nukes lying around?

BRIDGEHEAD

C16 and Plus/4
ANCO
Price: Plus/4: £7.95
C16: £5.95

Screen Star

It's rip-offs all round this month and *Bridgehead* (Legionnaire II), is no exception. It's no wonder Anco are calling this series of shoot 'em ups Legionnaire — someone at that company may end up in the Foreign Legion if they ever get caught. Legionnaire I was a rip-off of Commando — some say a better copy of the Capcom coin-op than Elite's official version.

Now step up to the computer please Legionnaire II, or should I say *Green Beret*. C16 and Plus/4 owners who had to look on in envy whilst their 64-owning mates boasted about the brilliant coin-op conversion from Ocean need no longer be jealous now you have one too and — rip off or not, it's an excellent rendition of the game.

First of all full marks to Anco for producing a separate version for the Plus/4. It has identical graphics and gameplay to the C16 version but an extra 4 levels. Many a Plus/4 owner will be grateful for that.

The object of *Green*, er *Bridgehead*, is to get to the enemy headquarters and lob some grenades at it. You control a commando who runs to the right stabbing the enemy with his commando knife. He can also run back if he needs to and climb up and down ladders.

Piles of grenades are dotted around the levels and our hero will need to replenish his stocks by visiting these dumps as he travels.

The grenades can be used to kill on-coming troops but their main use is to blow up the stock piles of ammunition that block your path as you dash across the screen.

These piles of ammo are a scream to look at. There's no polite way of putting it — they just look like piles of dog turds.

Whatever you imagine them to be it's great fun blowing them up with your grenade. It takes a bit of skill though — you have to get your commando at just the right distance as once you press fire to release the grenade, the distance and trajectory it follows is always the same.

Grenade lobbing is even more fun when you have to do it soon after beating off an attacking troop with your knife. It gets really hairy when they come at you two at a time from both directions.

Level 1

Set in a desert with palm trees, bright yellow sand, and rope bridges between deep gorges. The back drops here are excellent — as indeed they are throughout the game. No really difficult obstacles here — just commandos and those smelly piles of dog turd.

Level 2

Set in a military compound. Your commando dashes past several stationary tanks that look ridiculously small by comparison. No real sweat



Satellite dishes make good hiding places for enemy commandos.

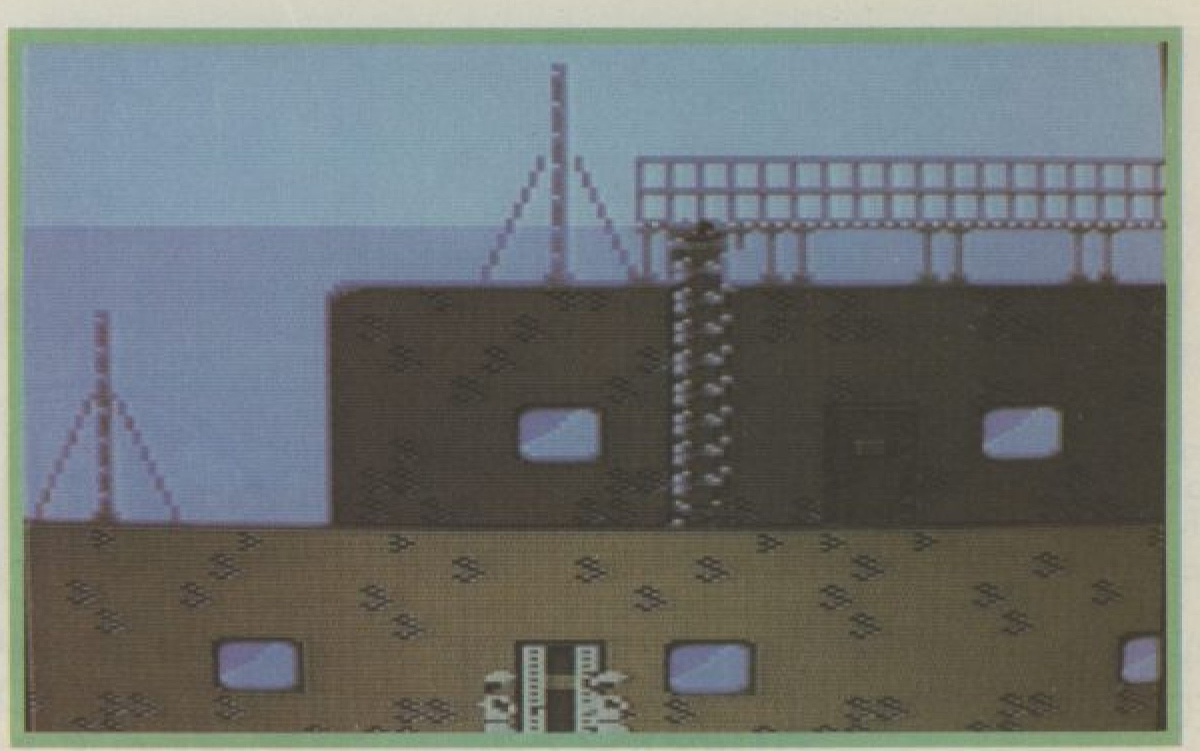
here until you get half way through the level when a soldier with a bazooka on his back crouches down to have a go at you. Lob a grenade and hit the deck.

Level 3 (Plus/4 only)

This is the Greenham Common screen. Dash past huge nukes on lorry carriers. More bazooka commandos to deal with here to say nothing of the dungareed feminists who attempt to deafen you with peace songs — just joking about that bit really.

Level 4 (Plus/4 only)

This one is set at an airport and you can just make out tail planes poking up over the top of the wall. This is where it starts to get really nasty.



Commandos can leap off buildings but you can't.

The bazooka launchers load up their "tracker bullets" — these can turn corners and move up and down ladders. Hit the deck again.

Level 5

Set against a back drop of a military factory. Not one of the best looking levels but certainly tough enough to play. One nice touch is the commandos leaping off the buildings on this level — it's a pity you can't leap off them yourself as well though. Apart from the ever present piles of dog turds there are also bazooka-firing commandos and soldiers to deal with.

Level 6 (Plus/4 only)

The communications compound features trailer-mounted radar and two storey buildings with radar dishes on their roofs. A bright blue sky frames the radar dishes making for a pretty screen. There is an annoying graphic glitch here though — when your soldier walks past the doors of the buildings they turn white.

Level 7

Introduces three enormous Russian submarines — well, they've got red flags on them, so they must be. The enemy soldiers and bazooka throwers leap off the sub and run at you — a really frantic screen.

Level 8

The final dash to Headquarters. The backdrop features ground-to-air missiles, buildings with barbed wire and, finally, the HQ itself which as you can see from the screen shot is not awe-inspiring. Still — it isn't easy to get there and it feels really good when you do.

There are no hostages to be rescued at all on the final screen as in *Green Beret* — the game merely goes back to Level 1 but with your score carried over. It's no pushover though — it'll take a while to clock.

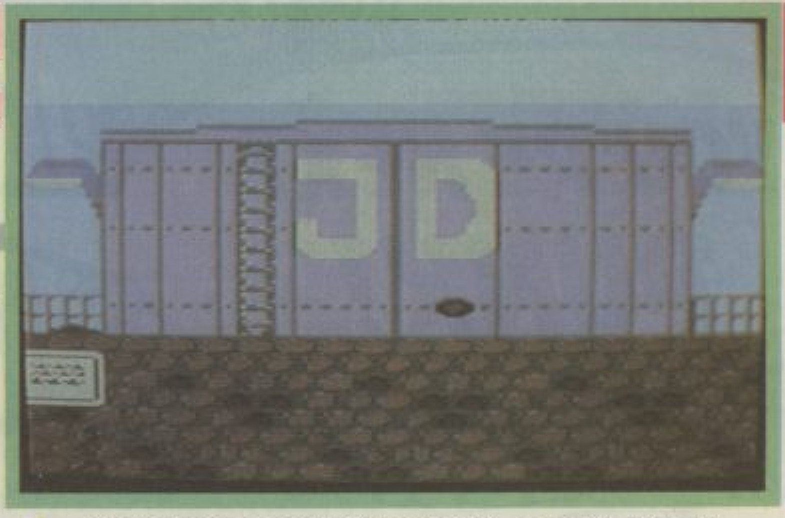
The game scores highly on graphics. The nearest thing you can compare it with is Elite's Ghosts and Goblins — which is a similar horizontally scrolling game. In terms of graphics *Bridgehead* is miles ahead. The backdrops and animation are totally believable. It's great news for C16 and Plus/4 owners who are keen on coin op conversions. Now if Anco had all the Elite licenses then we would really be talking.

Sound effects are nothing special. There is a sound like flatulent radio crackle when your commando uses his knife. Really embarrassing, especially with all those doggy doos scattered around. The explosions are better though and there is a nice tune which plays in demo mode — but not during actual play.

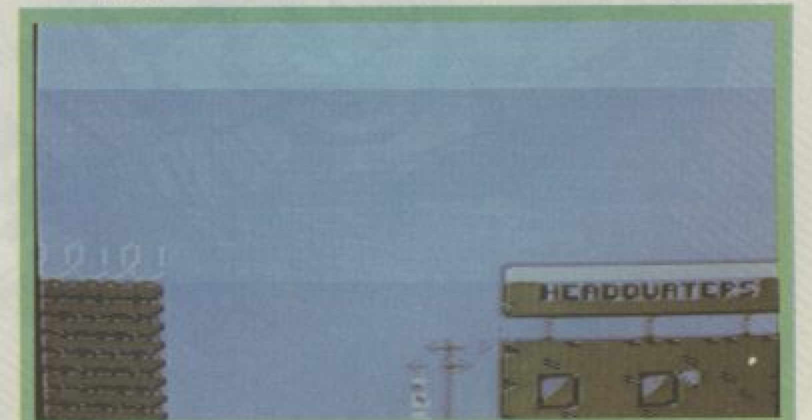
Good play options are offered with up to four players able to take part.

All round another excellent game from Anco and certainly the best coin-op style arcade game I've seen on the C16 yet. In the all time C16/Plus 4 top ten I'd rate it second only to *Monty on the Run*.

Eugene Lacey

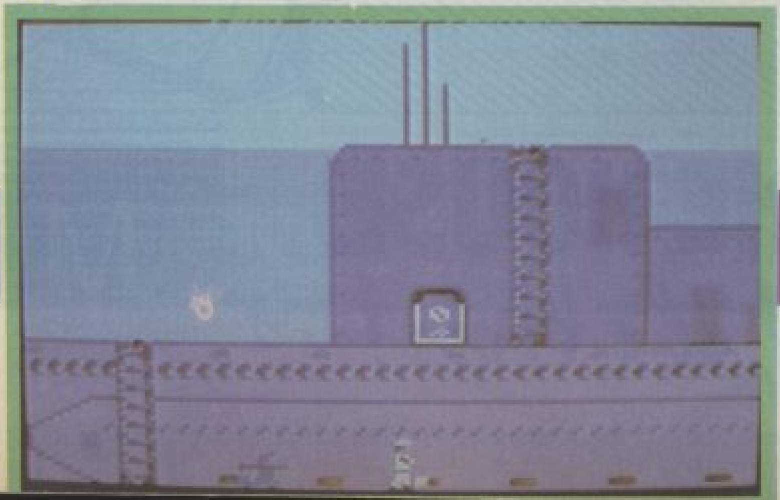


Looks like an oil refinery but, in fact, it's an arms factory.



Watch out behind, a bazooka thrower's just jumped off the sub.

You've made it, but why did it take you so long?

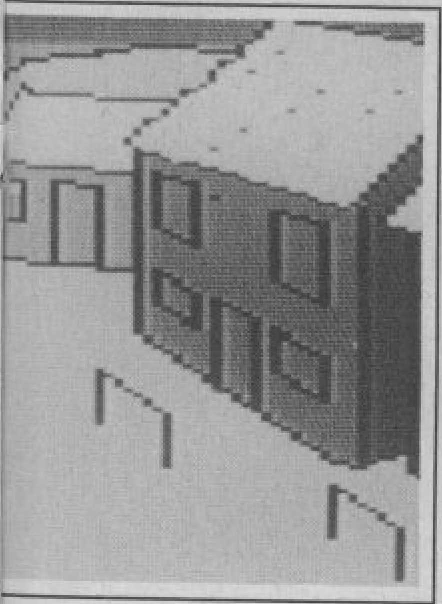


Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

8
Overall

KANE

C16 and Plus/4
MASTERTRONIC
Price: £1.99/cass



The title screen to *Kane* must be the worst around. I've seen much better in basic. It had the title written down with a score line beneath it, the score was nothing — I couldn't agree more.

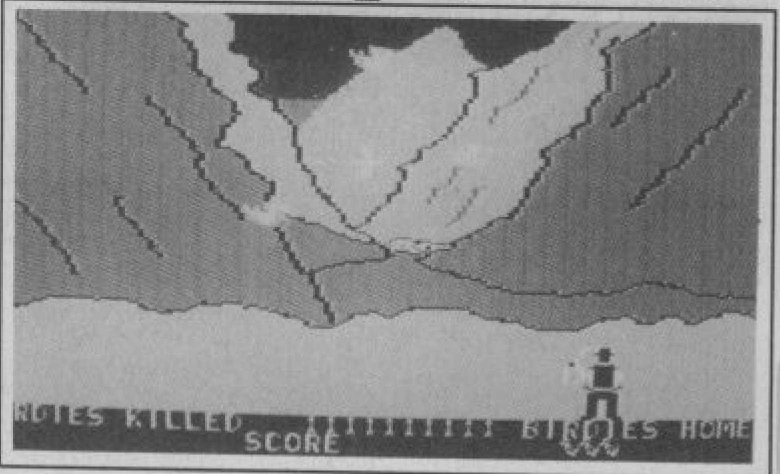
A press of the fire button on the joystick (in port 1) started a horrible noise, which, if I remember right, is the theme tune of 'The Lone Ranger'. As my hand reached over to turn it down, it stopped. Luckily it only lasts the length of time it takes for your cowboy to walk from left to right on the screen.

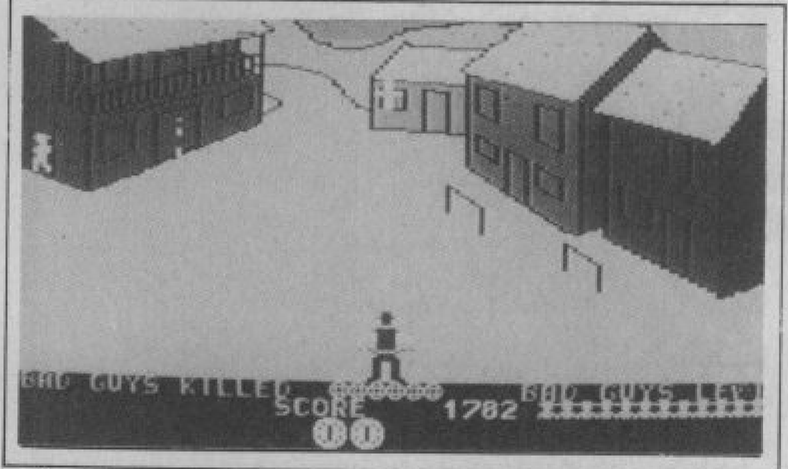
Your cowboy stands around the right of the screen with a bow in his hands. A cross is provided for you to aim where you want your arrows to fly and hopefully bring down one of the many ducks. Timing is very important, your arrows are very slow, the idea is to estimate when your arrow will pass through the birds' flight path.

The graphics here are very nice, the colours used are very effective and give a sense of realism, even though the sound was a let down. I particularly liked the way the birds were hit and the way they fell onto another bird bringing that down as well.

For every five birds you shoot down you get a coin, which isn't surprising, considering all those conmen around in those days. So, if you manage to collect six coins, by shooting down thirty birds or let them go past if you're part of the Animal Liberation Front, you go to town.

What's this cowboy doing with a bow and arrow?





Kane can't get to the saloon for a pint as the cowboys keep taking pot shots at him.

In the town there are a whole load of ruffians, bandits and all round bad guys. You nip off to the local gun shop and buy yourself six bullets per coin. There are twelve badies lying in wait, so if you want any chance you should have at least three coins. Once you've got some ammunition you can get ready to dispose of the baddies. The graphics here were just as impressive as the first screen, but with the added advantage of more action. At least your cowboy now moves about the base of the screen. A press of the fire button quickly makes him draw and fire. Sound effects are simple yet effective.

To make things a little more difficult the baddies shoot back and hide unsportingly behind doors and windows. The only way to take them out was to shoot them between the eyes.

Once you've filled up the baddies killed-o-meter, guess what happens? Yes, you start all over again (aww). The problem is that it doesn't get any more difficult, thus killing off what couldhave been a really ace game.

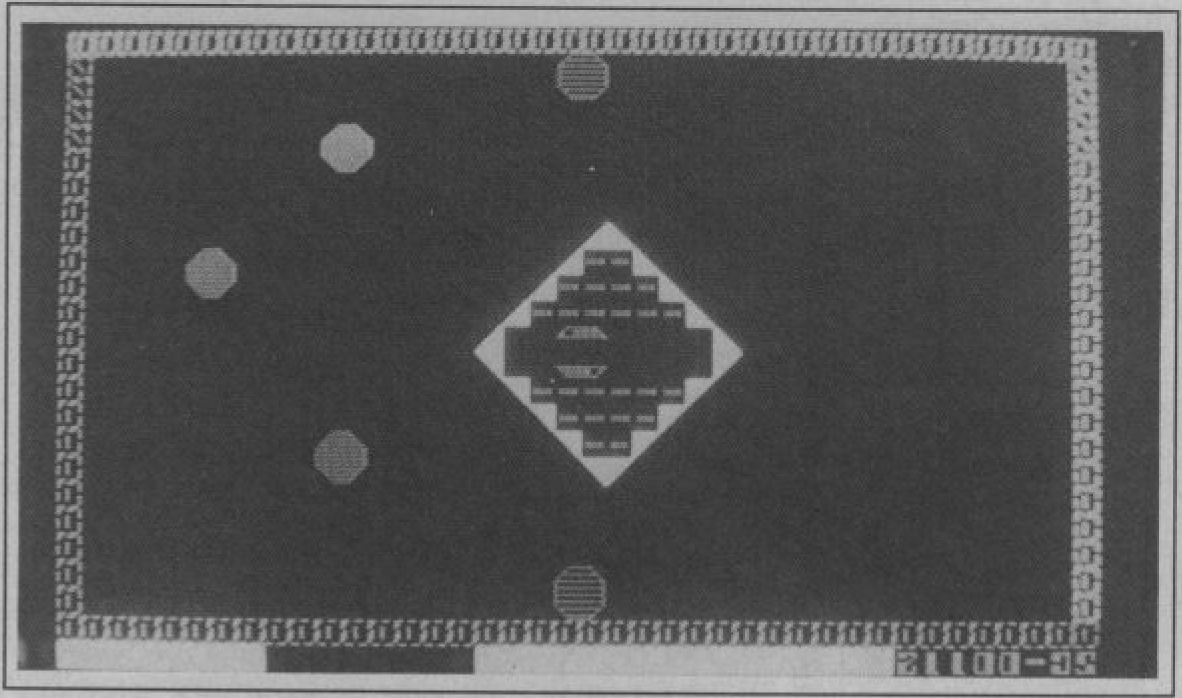
I can't believe that the programmer has used all of the 16K in this program, what happened to the bit where the cowboy does a spot of horse riding?

Even though it has good graphic design and competent sound, I found it a bit too easy.

This isn't one of Mastertronic's best releases.

Fikret Ciftci

Graphics	8
Sound	4
Toughness	2
Endurance	5
Value	7
Overall	6

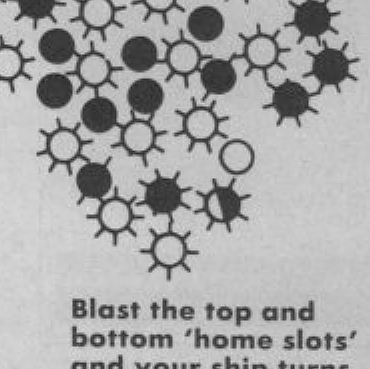


Blast the top and bottom 'home slots' and your ship turns into a bat.

● STARBURST ●

ARIOLASOFT C16 and PLUS/4

Price: £2.99/cass



Those incorrigible miscreants who reads this stuff regularly and actually take note of what's said will have rushed out to buy *Hyperforce* the instant they read my loony rave review in September. Well, Starburst is by the same bloke — Tony Takoushi.

The game is not the kind of thing that makes me go totally ape crazy bananas and dig out the Superscript file with words like superb, stunning, sensational and dead good. On the other hand it's good enough to justify original, different, colourful, and fun.

It's one of those abstract efforts that has balls and squiggly things instead of little sprite people and the like. Here's a taste of the blurb: "They called themselves scientists. They were fools."

Good, eh? Want some more? "To them it had been a simple experiment to discover what made their planet's core active and it had all gone badly wrong. The planet Systasis", (sounds like a nasty infection) "had exploded and only the mutant evil Plastron boulders remained".

As blurb goes, I reckon that's not half bad. The game itself has three stages. Stage one involves you blasting away at red and yellow 'home slots' at the top and bottom of the screen. After a while they start to pulse and your corastron ship turns into a bat. You must then, in a limited amount of time, bat a yellow and green plastron boulder into the home slot in a sort of Breakout fashion.

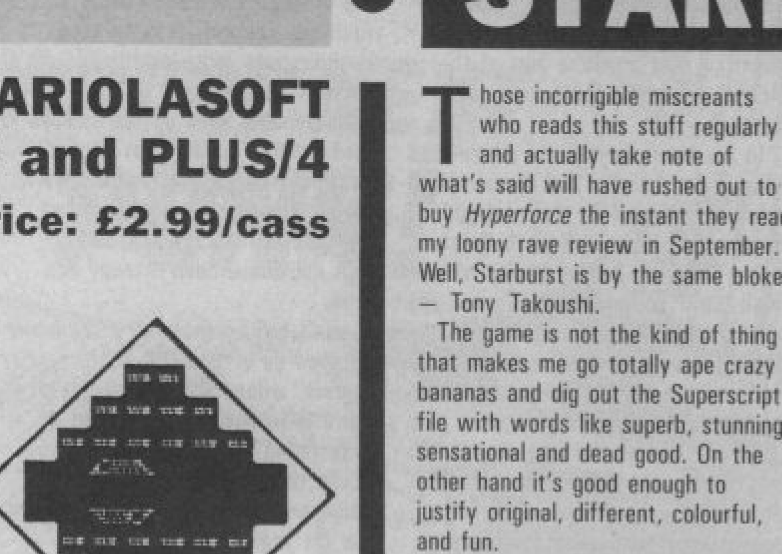
There are complications. A grey plastron boulder screws things up by hitting your yellow and red ones out of their home slots. But, your slots can be protected with the bat and, if you manage to destroy all four core pods you get to play the bonus round, followed by stage two.

Stage two involves blasting plastron boulders on a grid with your wormer. The object is to destroy the grid by hitting the boulders, but the nearer you get to your objective, the more boulders appear. Stage three is a sort of plastron boulder sheep farmer special — you have to round 'em up the easy way — by shooting them, only it's not that easy.

Starburst is really three games in one, pretty good value at a quid each. Fans of the strategic ball game (a phrase I've just invented which means games like *Breakout*, *Marble Madness* and *Trailblazer*) will love it. Oh I nearly forgot to mention that the sound is pretty wild.

Ken McMahon

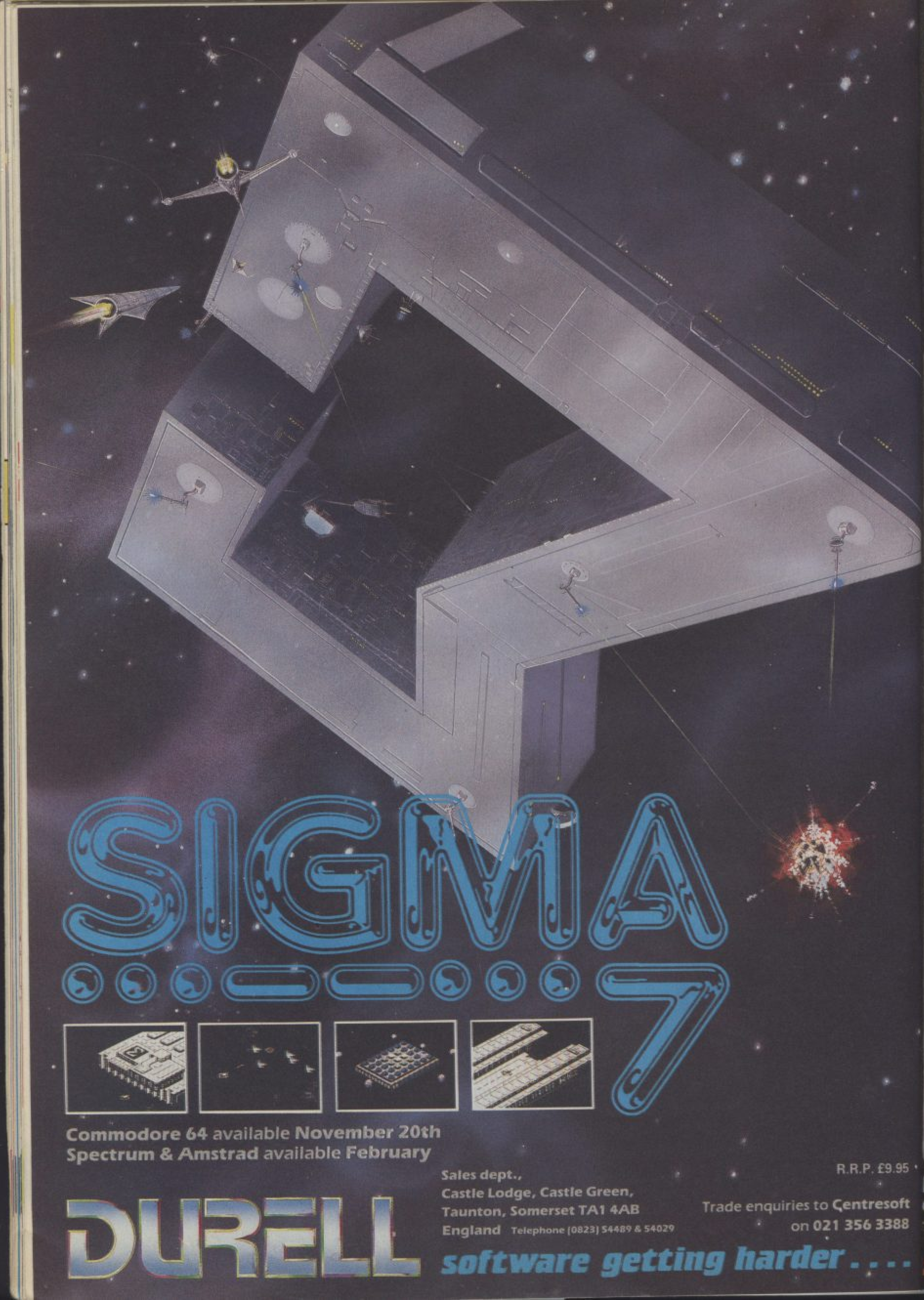
You now have a bat — and lots of balls.



	Rating (1–10)
Graphics	7
Sound	7
Toughness	6
Endurance	8
Value	8

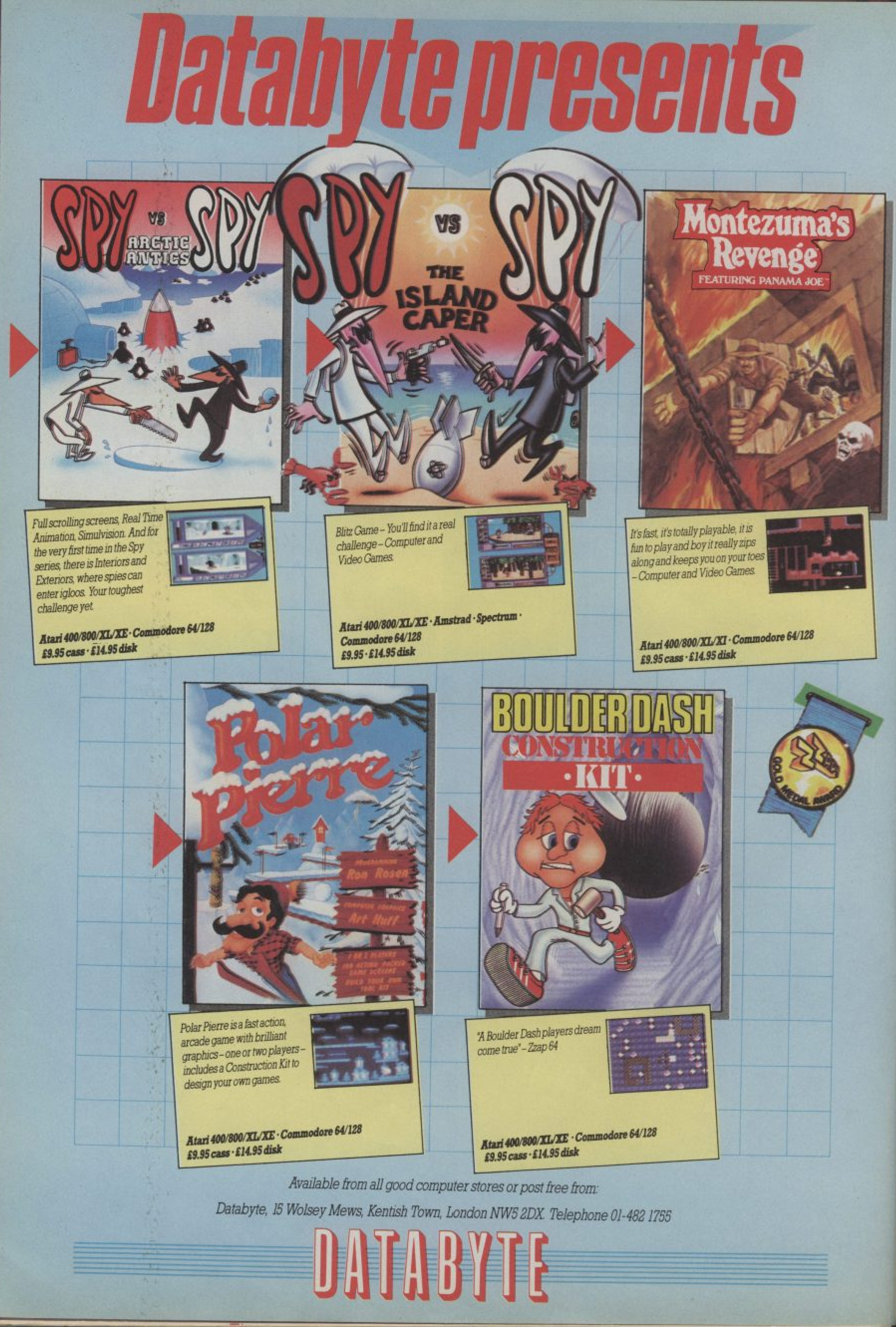
7 Overall

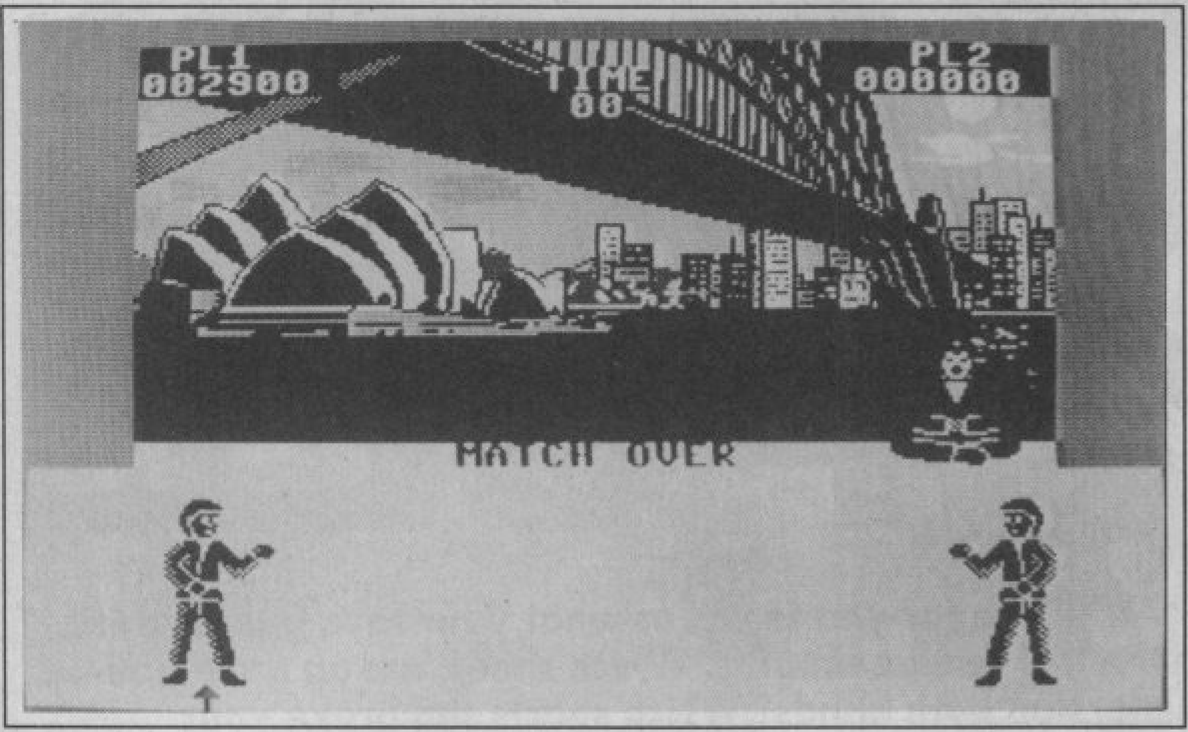

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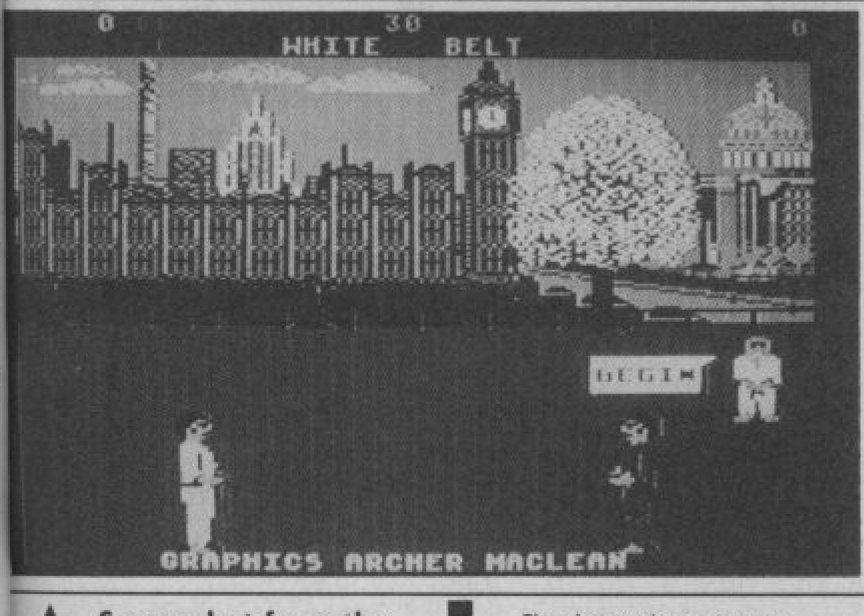


Karate at the Opera House — tell Sidney.

● INTERNATIONAL KARATE

C16 and Plus/4
Endurance
Price: £6.95/cass

I bet the last thing you expected to appear on your cruelly mocked little machines was America's number one game, but you better believe that the fastest head-to-head karate game in the world is available for your mini micros.



Screenshot from the 64 version. Pretty similar, eh?

One of sixteen more, they're all equally wooden.



First impressions are very favourable, excellent background screens which look just like the package shots. The only difference was that instead of one black and one red figure both fighters are black. Another minor error will become apparent as soon as you start to play. You are player two not player one as the instructions tell you. This is a bit daft since the computer had the arrows pointing beneath the wrong figure.

Pessimists among you will be wondering how many moves may have been dropped because of the excellent graphics and the limited memory of your micro. Surprisingly you have access to sixteen different moves that are more than adequate to dispose of your opponent. All of the favourite moves are there: somersaults, roundhouse, the painful crouch punch but there's a rather pathetic flying kick.

You both bow before each bout and have thirty seconds to beat the living daylights out of each other. The first man up is very easy and quickly despatched in a few moves. Incidentally the judge in the background doesn't do anything at all, he's just a part of the scenery, that or he's a zombie.

The other backgrounds have to be loaded separately. This seemed to be a waste of time since each opponent looked like the last one. Was it worth the bother? Just about, if only to see the best backgrounds yet on the C16. Once I had beaten the 'kid' on screen three, (I've yet to see a C16/Plus4 karate game that uses men) I was waiting for something spectacular to happen. Nothing. Match Over was the result, which is pretty infuriating, when you've wasted valuable gaming time getting there.

If you have read the review of the C64 *Ninja Master* in August you may remember unfavourable remarks about wooden dolls. Well the two 'kids' in this have animation which looks very much like wooden puppets, with tangled strings.

What about that flying kick, you cry? Well pathetic would be putting it lightly. It's a puny few centimetres off the ground, which your kid then jabs into the air and follows it up by sticking his leg out. All the same it's still very effective, as far as its impact on unsuspecting opponents goes. One major drawback which is very noticeable, is the lack of some reasonable sound. Yes it has sound, but it's so poor as to be worthless.



Excellent graphics but the game just doesn't deliver.

The major problem was I couldn't get anyone with enough courage to face up to a good thrashing. Maybe the Ed. will be a better opponent than the wallies the computer throws up at you. I really do suggest you don't bother to play against the computer, *International Karate* is best seen as a two player game, if you do want more from a martial arts game, I suggest you wait for *Exploding Fist* or Anco's *Karate King* and then decide.

Fikret Citci

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

3
Overall

CU 1986

READERS POLL

COMMODORE USER

It's time for you to tell us what your fave games were in the last twelve months. Which shoot 'em up gave you blisters on both hands? Which sports sim broke your joystick? Which adventure game reduced you to tears?

We want you to make your ten selections from the categories below so we can give a comprehensive guide as to what really was hot and what was not in 1986. Was *Uridium* really that good? Was *Ghosts 'n' Goblins* better than *Green Beret*? You tell us.

Just to give you an incentive — although we know you don't really need one — there's a prize for the first C16 and C64 votes out of the hat.

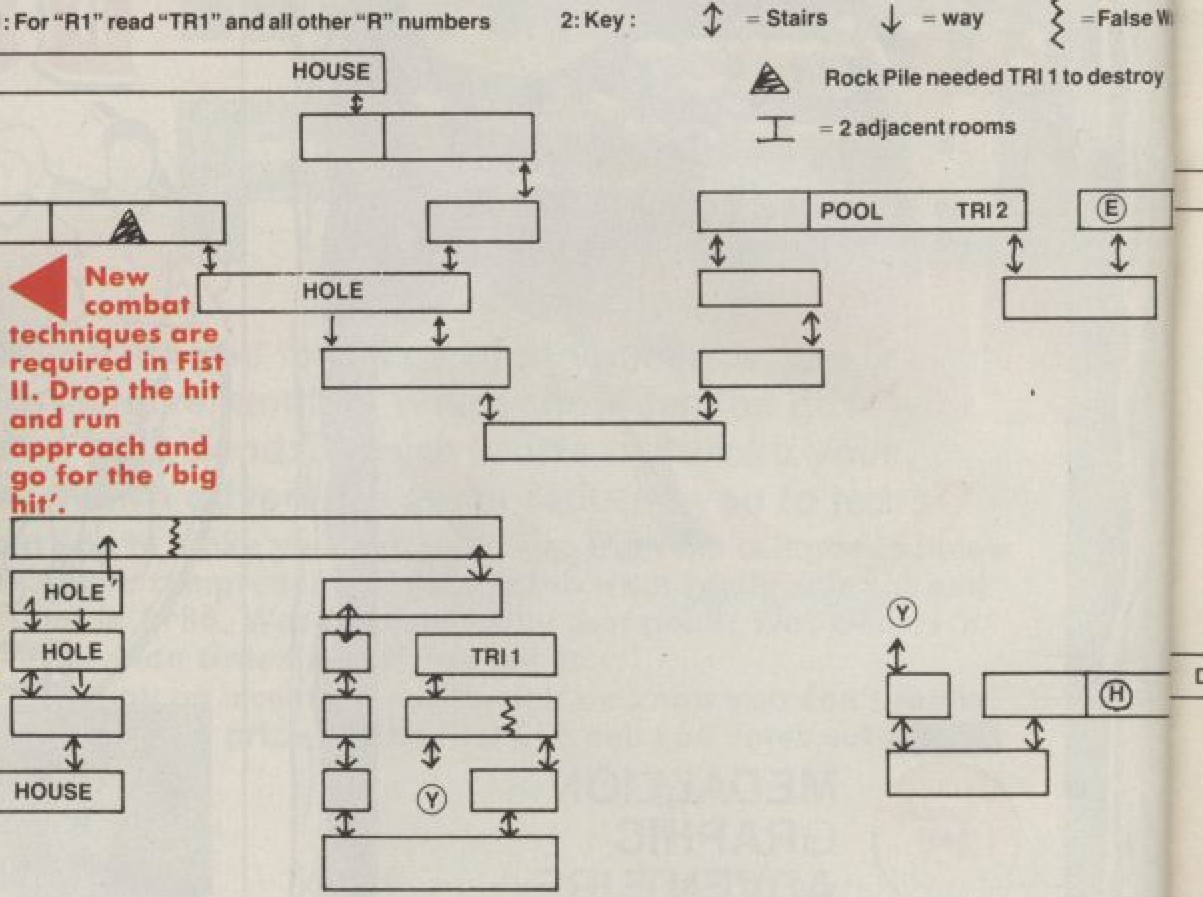
1) Best arcade game		
☐ beat 'em up	C16	64 ....
☐ shoot 'em up	C16	64 ....
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☐ tape	C16	64 ....
☐ disk:	C16........................	64 ....
3) Best strategy	C16	64 ....
4) Best simulation		
☐ sports	C16	64 ....
☐ flight	C16	64 ....
5) Best arcade adventure	C16	64 ....
6) Best programmer	C16	64 ....
7) Best software house	C16	64 ....
8) Best artwork/packaging	C16	64 ....
9) Wally of the Year	C16	64 ....
10) Worst game	C16	64 ....

Name: ....

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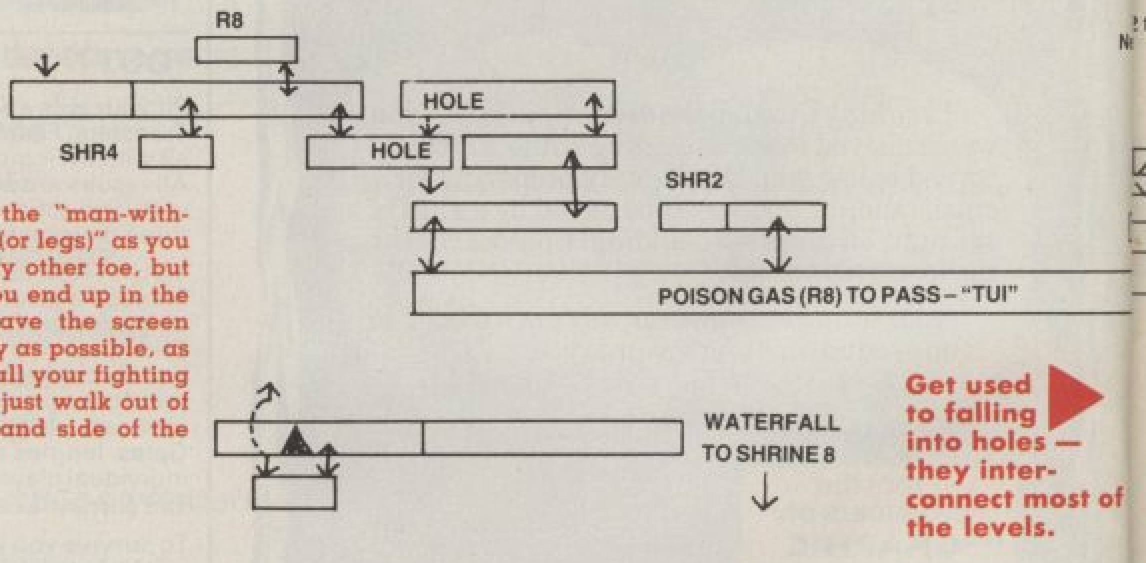
Play to WiN





New combat techniques are required in Fist II. Drop the hit and run approach and go for the 'big hit'.

You read the first preview of Fist II in CU's September issue, the first review in November's and now we are proud to present the first map of Melbourne's blockbuster. Dan Gilbert is your host for this guided tour of the beat 'em with more bugs than a mangy old moggy.



• Fight the "man-with-no-name (or legs)" as you would any other foe, but should you end up in the water, leave the screen as quickly as possible, as you lose all your fighting abilities; just walk out of the left hand side of the screen.

Get used to falling into holes — they interconnect most of the levels.

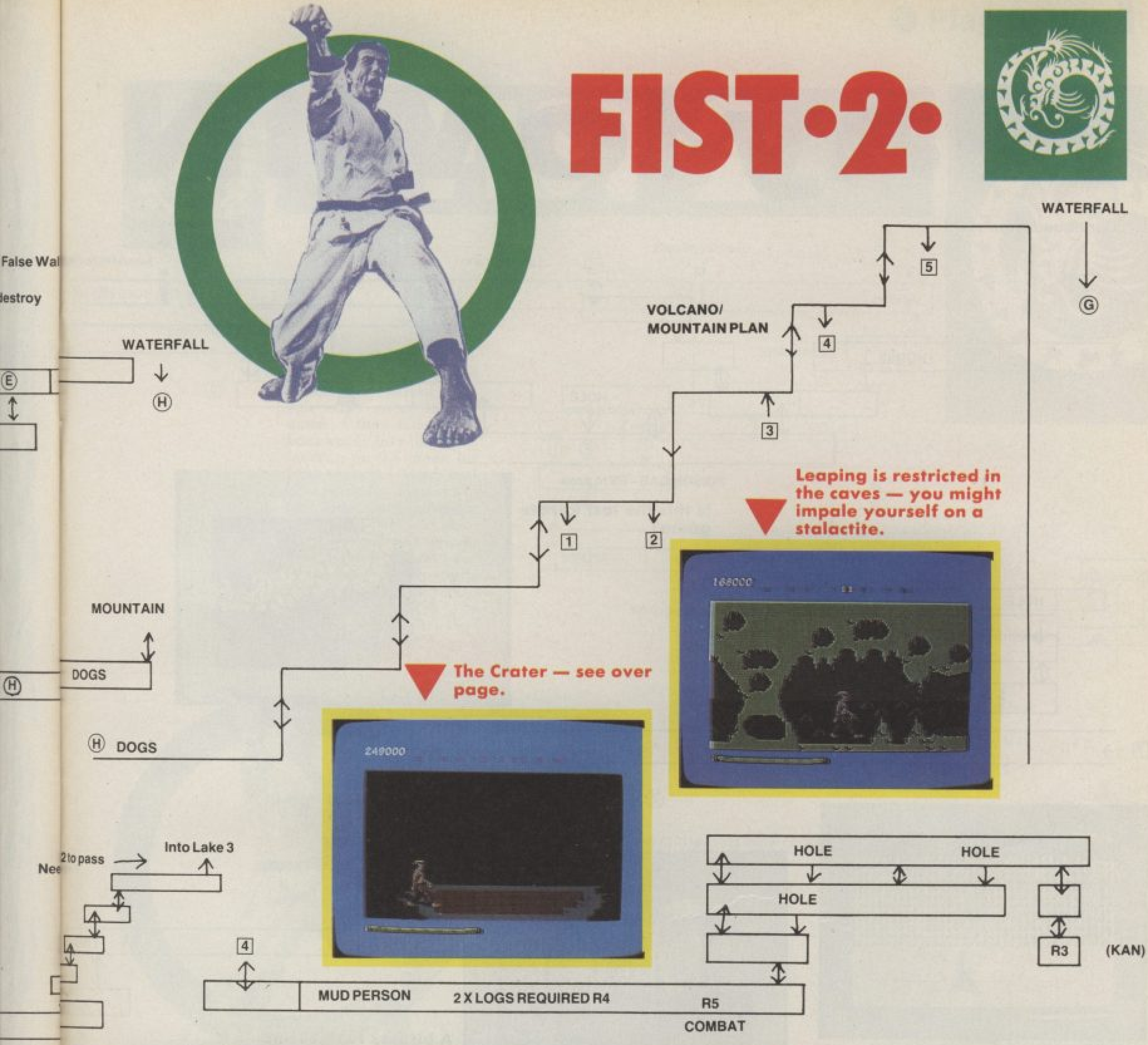
CU Hints and tips

Combat

Combat tactics change entirely from Fist I, as you no longer have to be careful about being hit when trying a 'big hit' — roundhouse etc. — even if you are hit, provided you still have enough energy of course, you can still get your blow in. This means you no longer have to employ "hit-and-run" attacks (if you did so before). Having said all that, there are only 2 attack patterns that can be reliably used, so the main tip on combat must be — practice. Now the 2 attacks:

(1) somersault onto your opponent, and then shuffle around until you are in the correct position to reverse high kick him. Repeat the kick rapidly, but don't take your finger off fire for too long, else you somersault away again. This is effective because rev. high kick is virtually the only "fast" blow in Fist II, all the others having been slowed in some way. If you are fighting in water, walk up to your opponent, and as soon as he is in range, jab at him. Keep doing this while walking forward, until you are in position for rev. high kicks.

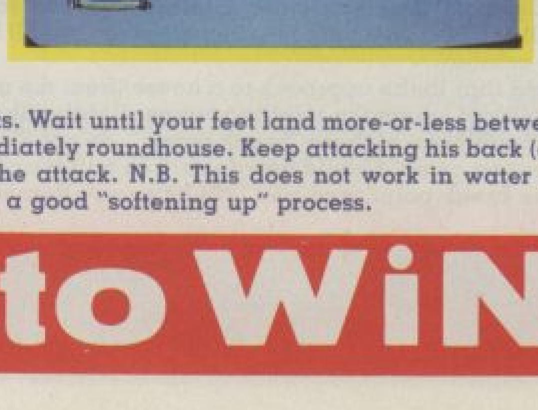
FIST•2•



Leaping is restricted in the caves — you might impale yourself on a stalactite.

The Crater — see over page.





Great Bugs of Our Time — The Warrior that Walked on Thin Air.

(2) approach your opponent with flying kicks. Wait until your feet land more-or-less between his 2, then do 2 more flying kicks, turn around and immediately roundhouse. Keep attacking his back (any blow) until he turns round to face you, then repeat the attack. N.B. This does not work in water and is not as reliable as the above method, it is, however, a good "softening up" process.

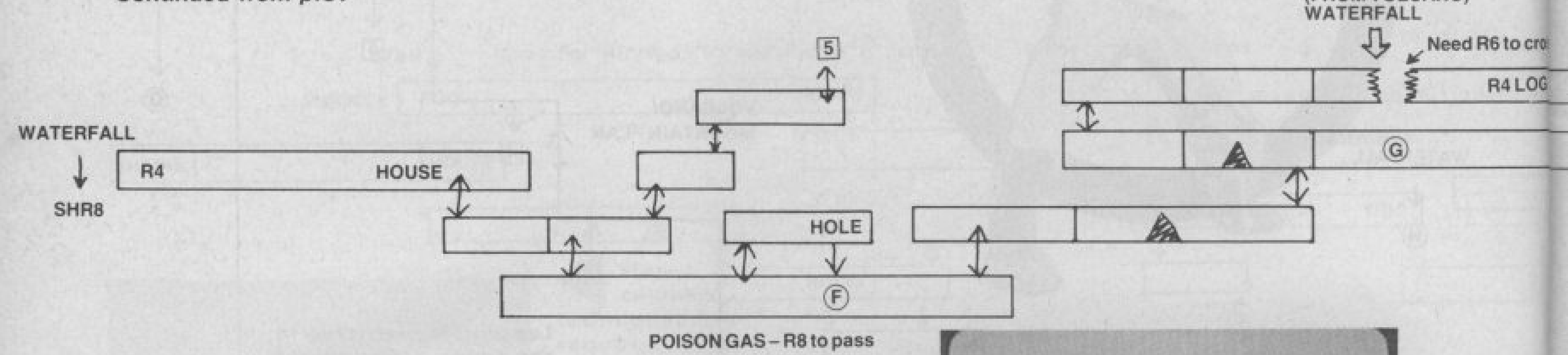
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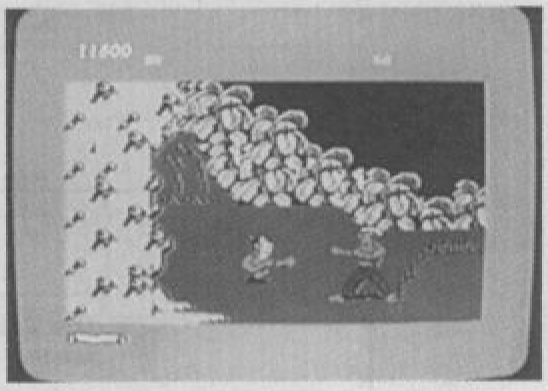
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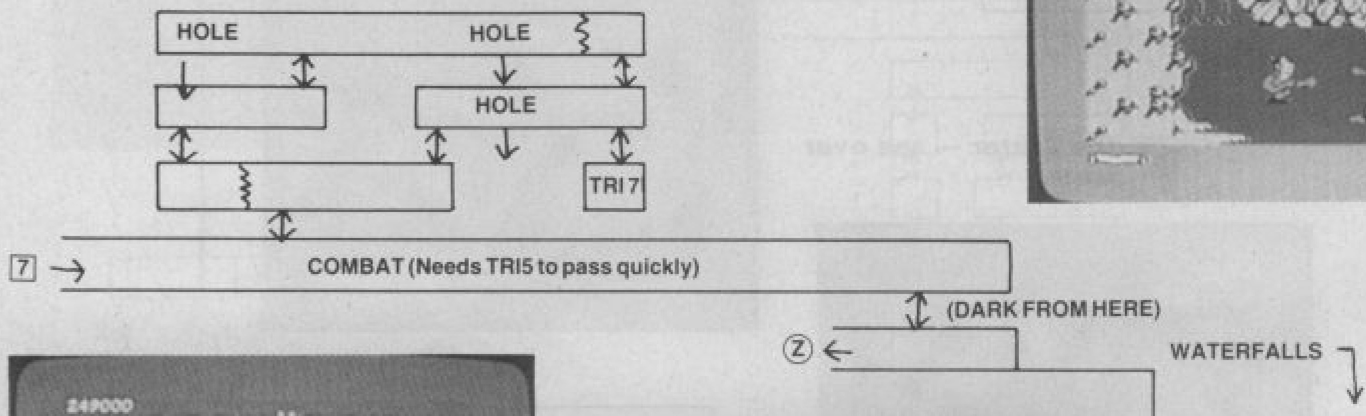
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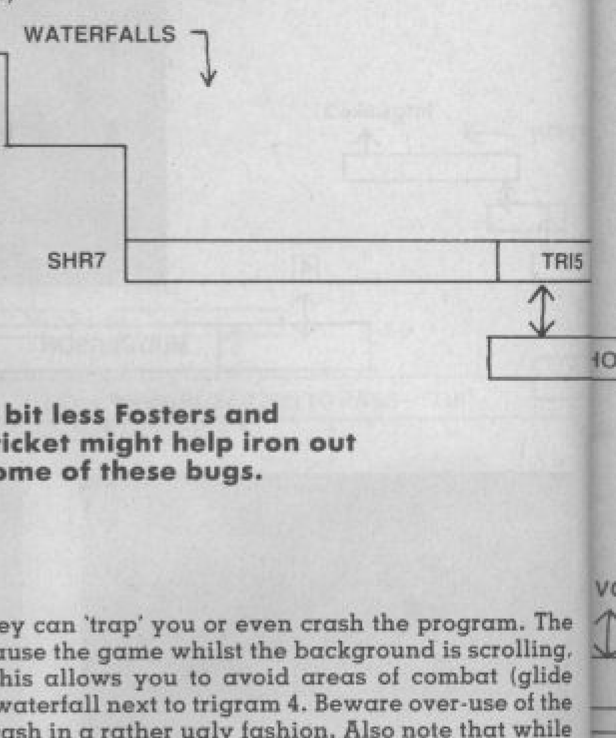
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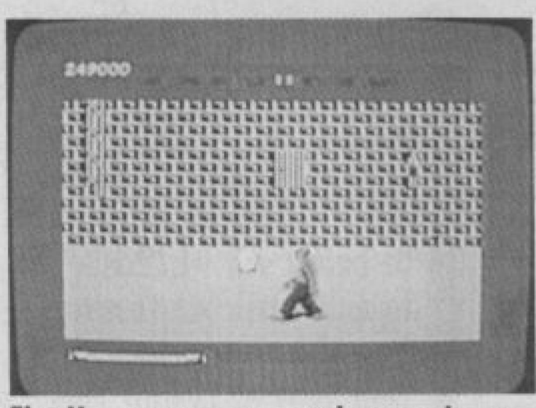




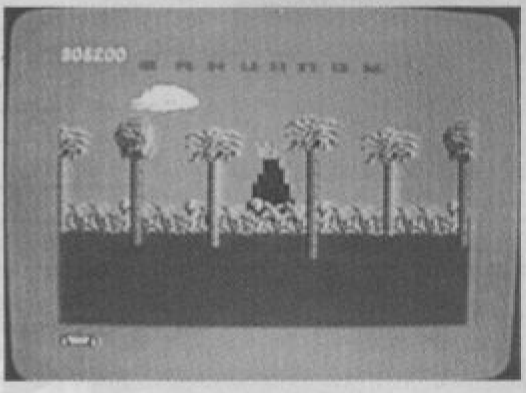
Is this the last karate game?







Fist II — great game, shame about the bugs.



A bit less Fosters and cricket might help iron out some of these bugs.

Bugs

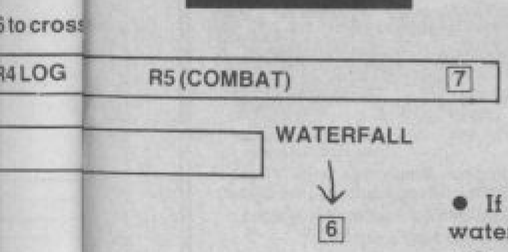
Some bugs are annoying, others are more serious — they can 'trap' you or even crash the program. The largest bug is advantageous — if you hit RESTORE to pause the game whilst the background is scrolling, you will freeze, but the background keeps moving. This allows you to avoid areas of combat (glide straight through them) or even travel over the top of the waterfall next to trigram 4. Beware over-use of the pause, though, as it sometimes causes the program to crash in a rather ugly fashion. Also note that while the cheat mode is in use, scrolls will not appear where they ought to be.

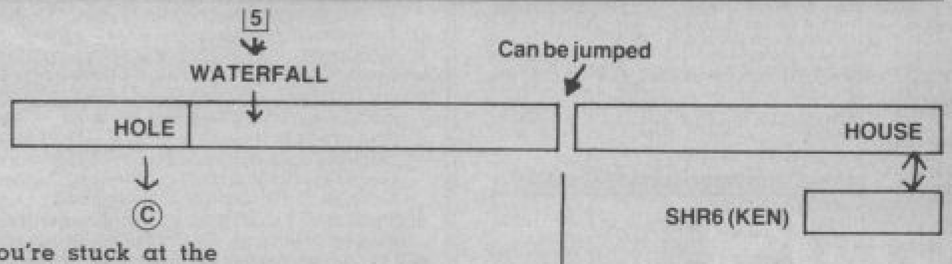
Beware the energy "wrap-around"!! When your 'Chi' scroll has increased to nearly half the screen width, be ready, next time you enter a temple, for the scroll to "wrap-around" back to a very small amount. Yes folks, this is now your maximum energy: you'll have to be very careful until you've built it up again through combat.

You will notice that in the approach to a house (from the outside), there is a blue wall background with a "join" in the middle where the scrolling jumps slightly. Should you be unfortunate enough to enter combat just after passing one of these "break points", do not EVER cross back into the half of the screen from which you have just come. Should you do so, you will become caught in an infinite loop; the computer is confused by the break point, and you will have no alternative but to reset the game.

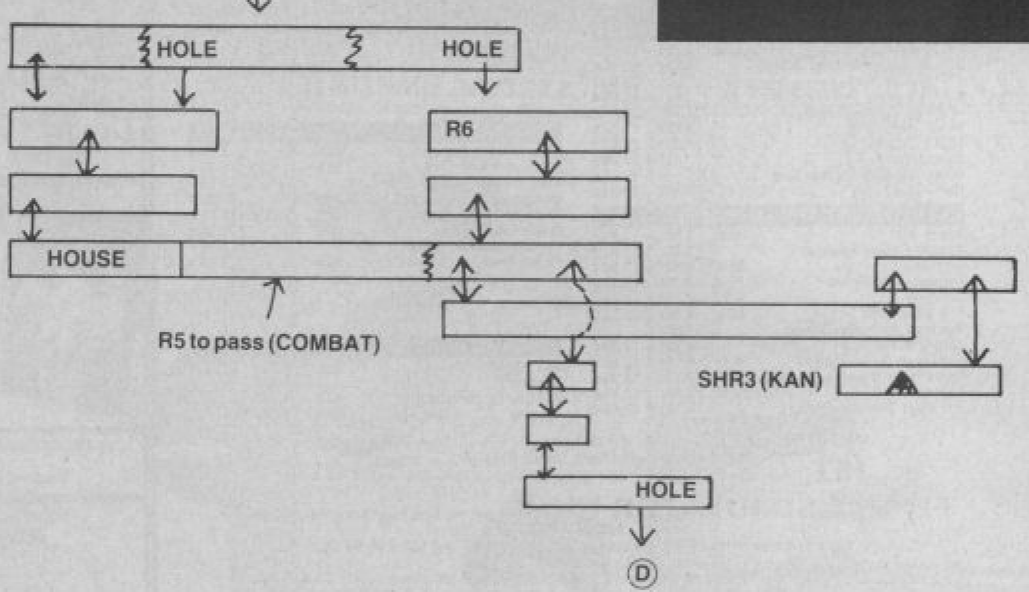
CU Hints and tips

FIST·2·

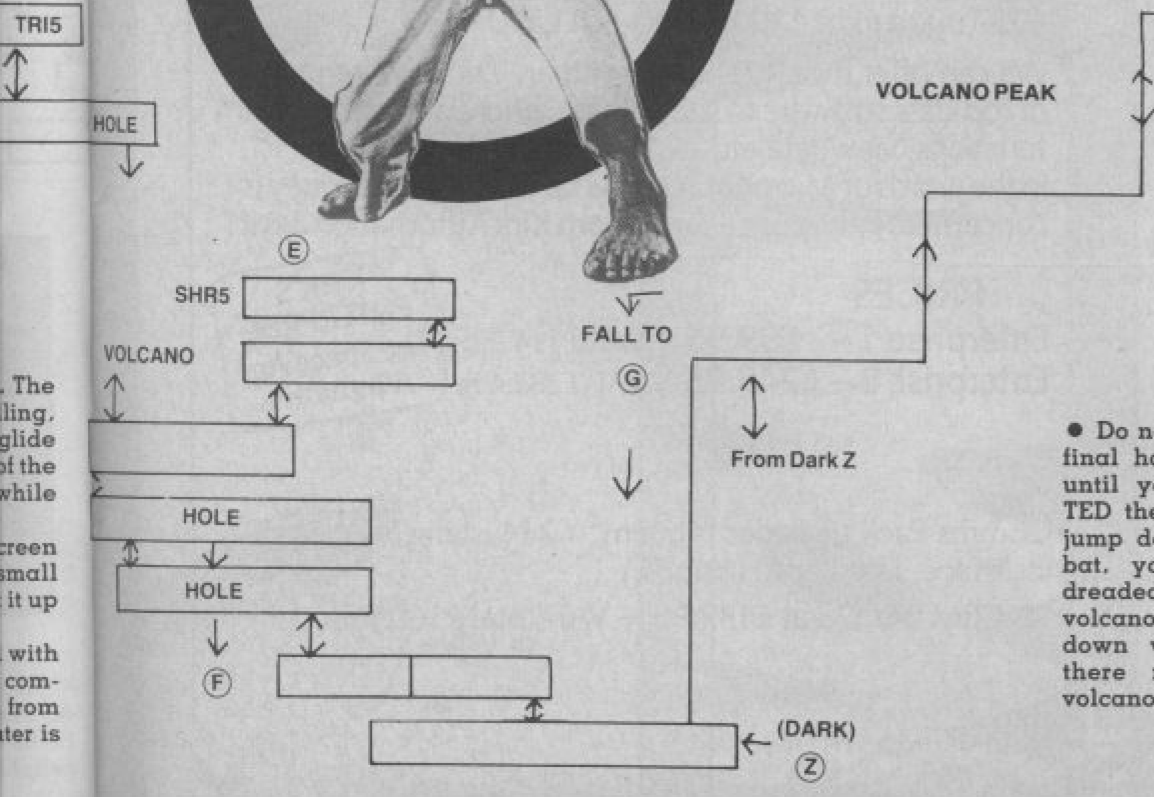


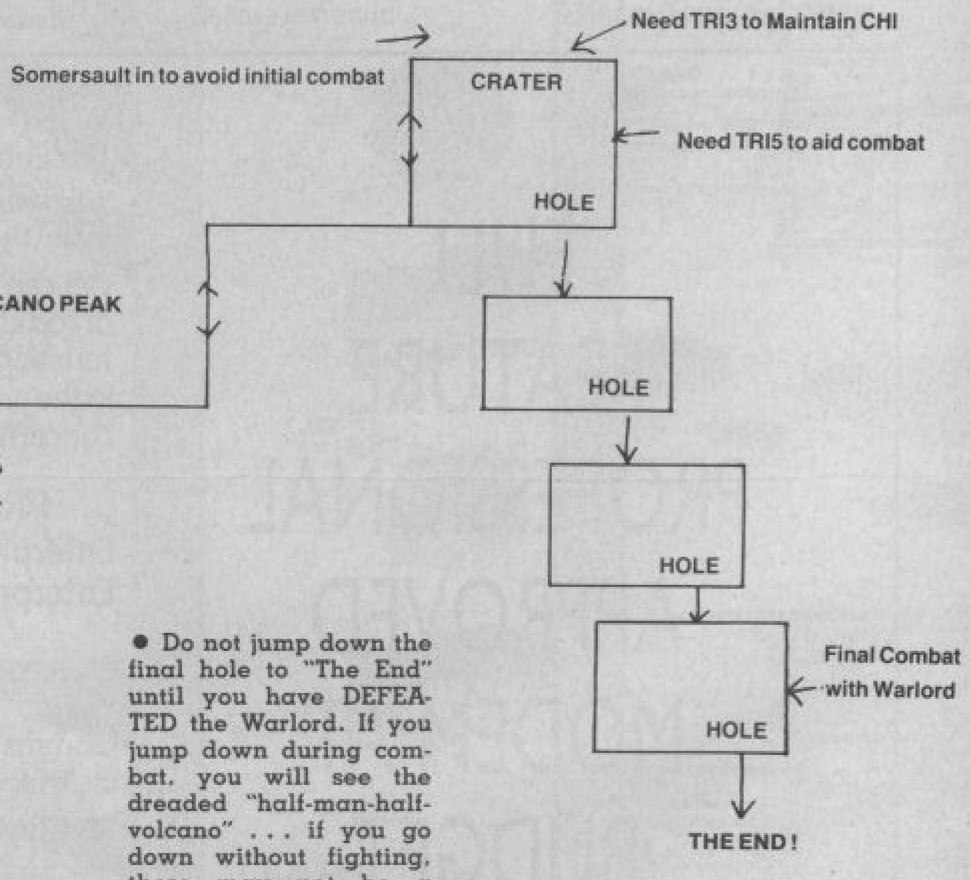


● If you're stuck at the waterfall down to 6 – you can't seem to fall down – then somersault backwards into the river, landing on the green bit just before the water and immediately somersault forwards again (have the joystick in the right position before you land). This should move your figure vertically upwards c.20 pixels – now walk back upstream to the point where you are carried by the current, and you should descend to the pool below.









● Do not jump down the final hole to "The End" until you have DEFEATED the Warlord. If you jump down during combat, you will see the dreaded "half-man-half-volcano" . . . if you go down without fighting, there may not be a volcano at all.

Play to WiN

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KIRK



To disable sprite to sprite collision. Type LOAD, then when ready type:

```
POKE 1010,76: POKE 1011,248: POKE 1012,252
```

Then when computer resets, type:

```
POKE 816,167: POKE 817,2
POKE 2095,76
POKE 2096,248
POKE 2097,252
```

SYS 2061 to finish loading program. When computer resets type:

```
POKE 3237,169: POKE 3239,0
POKE 5765,234: POKE 5766,169: POKE 5767,0
```

Or for infinite lives type:

```
POKE 5806,234
POKE 5807,234
```

then SYS 2640 to start game.

John Lloyd, Birkenhead.

Play to WiN

MISSIONS 32 (TACTICAL) 31,30,16,15,14

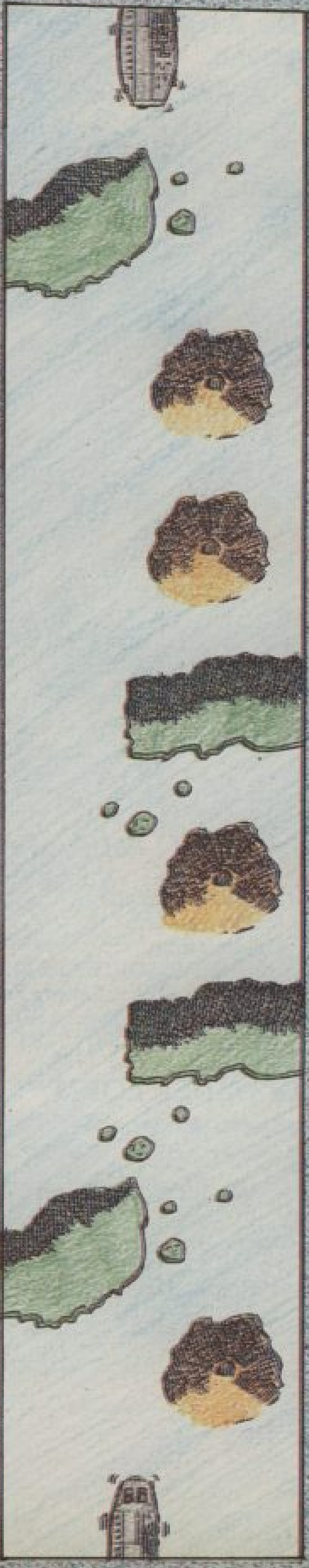


MISSIONS 28,27,26,12,11,10



MISSIONS 29,25,21,17,13,9,5,1 OVER OPEN OCEAN

MISSIONS 24,23,22,8,7,6



MISSIONS 20,19,18,4,3,2



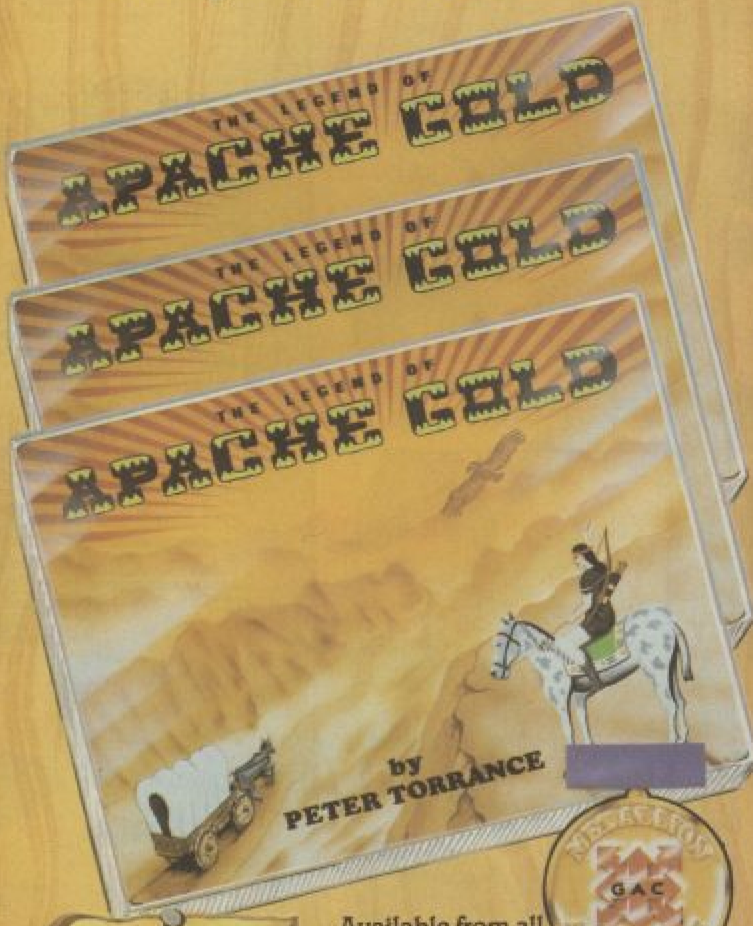
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Play to WiN

Gremlin's *Jack the Nipper* asks one easy thing of you: to be as naughty as possible, and since we know none of you want to be goody goodies we thought we'd try and make life easier for you with a map and some tips. Ferdy Hamilton who's a bit of a hooligan himself sat down and behaved very badly.

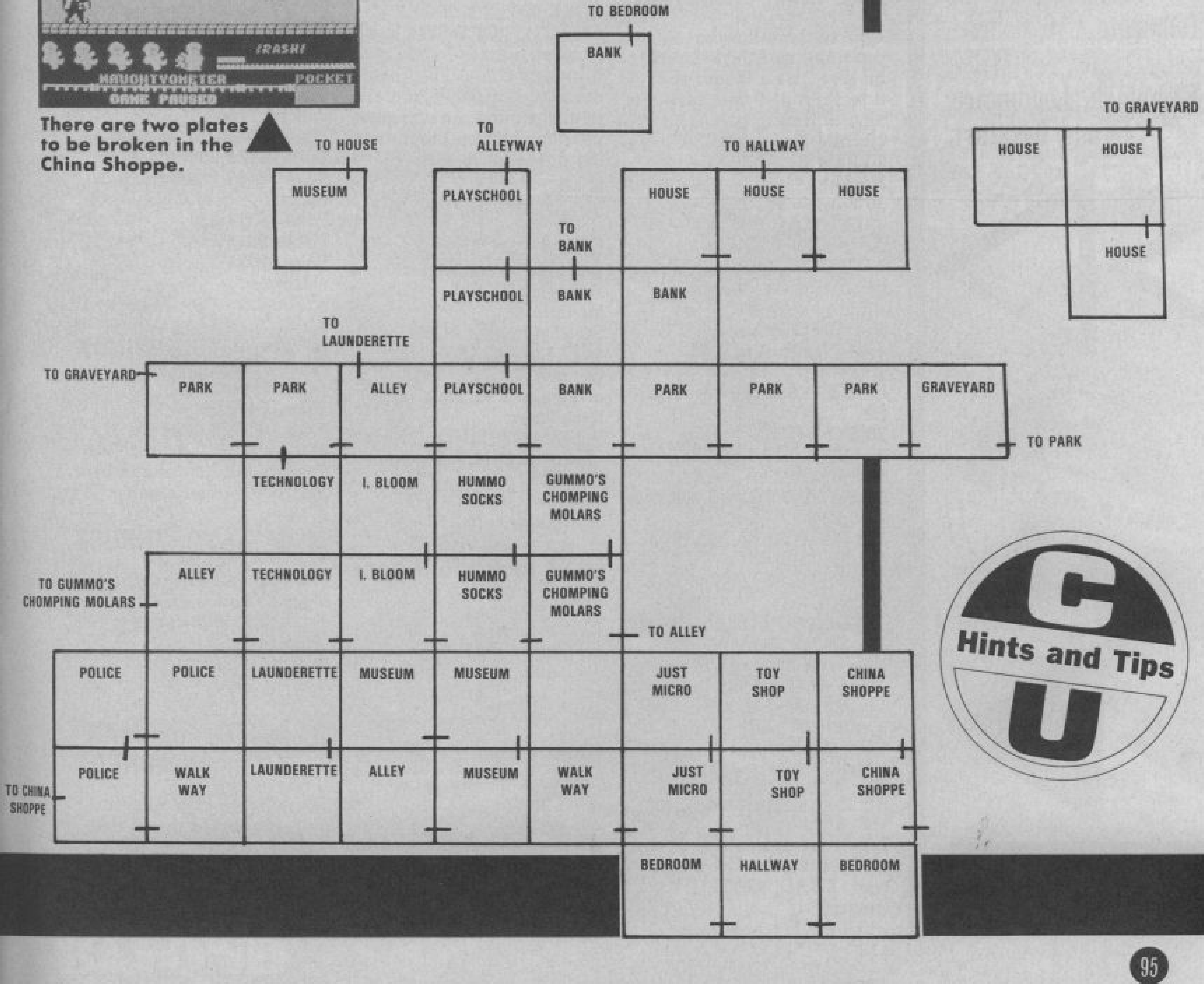
OBJECT	PLACE
Bomb	Police
Potty	China Shoppe
Weight	Hummo socks
Washing Powder	Launderette
Credit Card	Bank
Glue	Gummo Chomping Molars
Disk	Technology Research Lab
Horn	House, Police and Playskool
Weedkiller	Garden
Fertiliser	Garden
Battery	Just Micros



There are two plates to be broken in the China Shoppe.

To get game music the headphones and tape recorder and a general tip to increase your points total: break everything after you've used it and shoot everyone.

Thanks to David Taylor of Alvington, Glos, for additional information.



CU Hints and Tips

Play to WiN

● 64 POKES

Time was when CU was first with the big maps but not quite so quick off the mark with the big pokes. Well I've got news for you – eyes down for the first pokes of Trailblazer, 1942 (see map) and 100% world exclusives on the following C16 pokes:- Jet Set Willy, Bombjack, Legionaire, and Kikstart.

Trailblazer

For Player One Only:
Reset the computer and type:
POKE 29738,234
POKE 29739,234
for unlimited time.
and:
POKE 30889,234
POKE 30890,234
POKE 30891,234
for unlimited jumps.
SYS 25729 starts the game.
B. Wood,
Worthing, West Sussex.

Alleykat

Type in the following program, as Alleykat can't be reset, it's a loader so type it in carefully, then save it tc tape or disk.

```
10 REM Knockout.
20 REM By Andy The Hacker.
30 For A=49152 TO 49192:READ B:POKE A,B:NEXT
40 PRINT CHR$(147) "Press any key when ready to Reset"
50 PRINT "Then type SYS 49168 (return) to load Alleykat"
60 GET K$:IF K$="" THEN 60
70 SYS 64738
80 DATA 162,0,189,35,192, 157,97,224
90 DATA 232,224,6,208,245, 76,0,224
100 DATA 32,44,247,169,0, 141,32,208
110 DATA 32,108,245,169, 141,245,3
120 DATA 76,167,2,169,148, 141,219,12,234
```

Now type RUN return and place *Alleykat* into the tape, rewind and then press play, it will now load and run.

Infiltrator (Disk version)

Turn your disk to side B and place it into the drive and type, LOAD "OUTPUT",8,1 (return)
when the program has loaded type in the following for,
For Infinite BOMBS;
POKE 7252,234: POKE 7253,234: POKE 7254,234 (return)
FOR INFINITE SPRAY
POKE 3337,234: POKE 3338,234: POKE 3339,234 (return)
INFINITE TIME
POKE 9383,234: POKE 9384,234: POKE 9385,234 (return)
now type SYS
POKE 9369,234: POKE 9368,234: POKE 9370,234 (return)
POKE 9283,234: POKE 9282,234: POKE 9284,234 (return)
Now type SYS 2176 (if that doesn't work, when you are on the ground mission reset the computer and then type the pokes in).

N.O.M.A.D.

Load N.O.M.A.D. and then reset the computer and enter any of the following pokes, for infinite lives,
POKE 4469,76: POKE 4470,124: POKE 4471,17 (return)
or for just a set number of lives enter,
POKE 4217, LIVES (return)
to start N.O.M.A.D. enter SYS 319 (return)
Andrew Grifo,
Manchester.

Jack the Nipper

When you are on the title screen enter ZAPIT and the border should now go white you have now entered cheat mode and will have no more nappy trouble.

Hacker II

When the game has loaded and you are asked for you I.D. (logon) enter any of the following:
TITLE (return)
COVER (return, this is special)
DEMO PAM (return, gives you infinite MRU's)
DEMO (return)
WAMI (return)
DOME (return)
GOMES (return)
Andrew Grifo,
Manchester.

Parallax

To stop the aliens attacking you and all sprite to background collision.
POKE 5796,96: POKE 63927, 96: SYS 319.
Andrew Grifo,
Worsley, nr Manchester.

IRIDIS ALPHA

After a reset:
Poke 36020, number of droids.
Poke 36485,234,
Poke 36486,234,
Poke 36487,234 infinite droids.
Poke 38318,234,
Poke 38319,234,
Poke 38320,234 stop all collisions.
SYS36000 — Start game.

EQUINOX

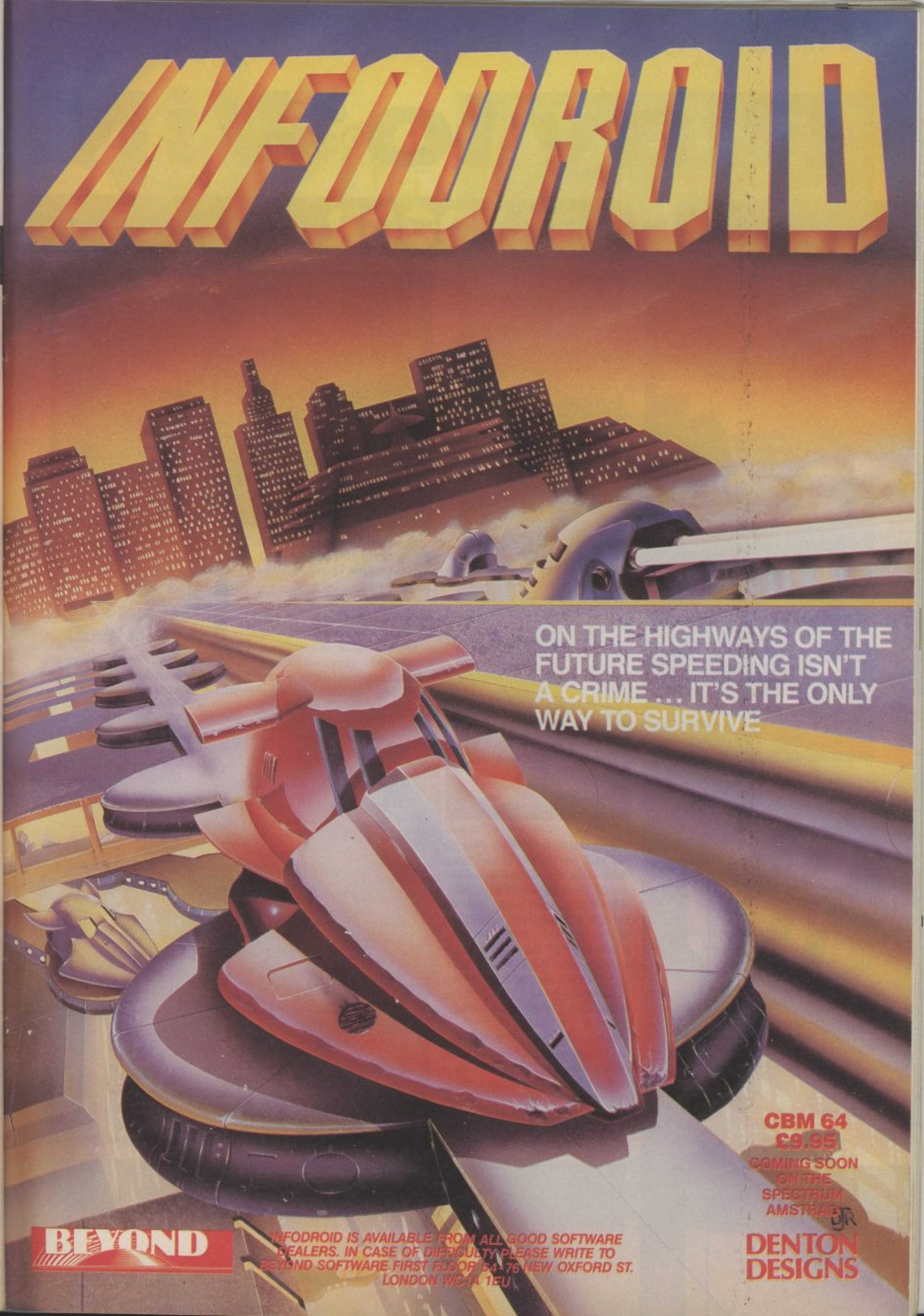
After a reset:
Poke 16497,96,
Poke 16605,0 Gets rid of nasties.
Poke 13561,208 infinite lives.
SYS2830 — Starts game.

THRUST

Press F5 and F7 together, this will slow up the gameplay, allowing it to play easier.
Julian Emmett,
Aveley, Essex.

MERMAID MADNESS

These pokes stop all sprite collisions but makes it that you can still collect the objects. Reset then:
Poke 21244,208
Poke 21250,240
Poke 21290,234


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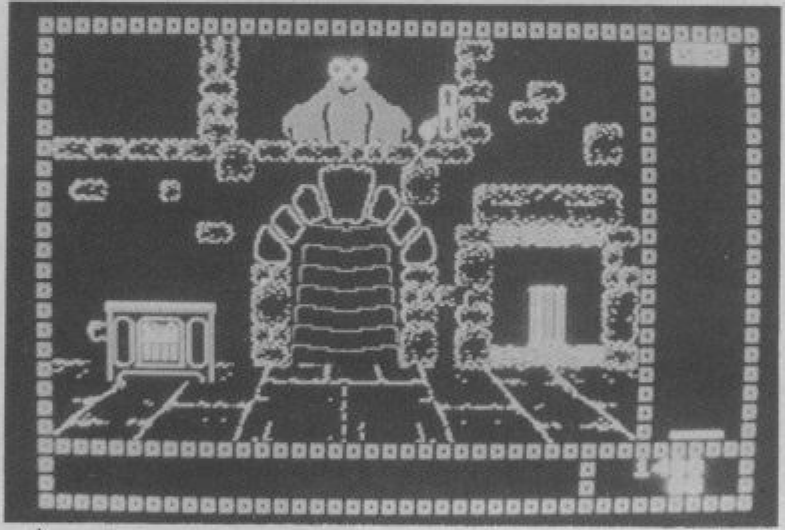
Play to WiN

• TRAPDOOR



We felt really sorry for poor old Berk when he phoned Play to Win from the Trapdoor. You see, he's having real trouble completing all those tasks The Thing upstairs has set for him. And there are no wages until he finishes them all.

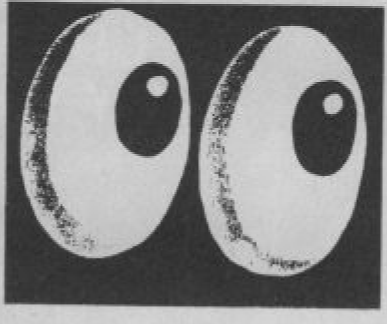
Being a right lot of Berks, our Play to Win squad have completed, gasp, the whole game. They've come up with a priceless set of tips that will enable you to finish the game and become Super Berks just like them. But they're not giving it all away, a few problems have been left for you to solve for yourself.



▲ **Pull the lever and send the worms up to The Thing.**

General Tips

Berk will need the help of various monsters and objects to complete his tasks of preparing disgusting grub for The Thing. The monsters all come up out of the Trapdoor whilst the objects are located around the basement. If Berk misplaces or loses some of the



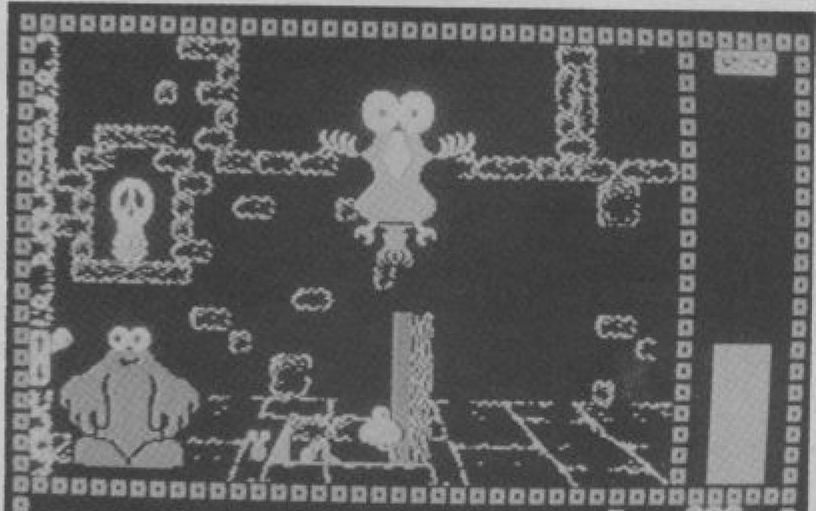
things he needs to complete a task, he can leave that task and arrange things for the next one. Objects will always remain where he last put them. Alternatively he can hurl himself down the trapdoor in desperation and the game will restart.

Berk can pick things up, tip, carry and push them. But he must be in exactly the right position to do so. That goes especially for pushing things, where exact positioning is very important.

Berk can wander around wherever he pleases so it's a good idea for him to explore all the locations and try to memorise where various things are — he'll have to use them all eventually. There are three levels — the ground, the balcony and the cellar — and Berk can also move forward or back. It's also an idea to practise moving the lever that opens and shuts the trapdoor so that you can do it quickly in an emergency.

Berk has two sidekicks, Boni and Drutt. Boni is the talking skull who, when picked up, will sometimes give bits of advice — and sometimes he won't bother. Drutt, the spider, just gets in the way and seems to be of little use.

▼ **The chicken's eyes grow larger when it's all set to lay an egg.**

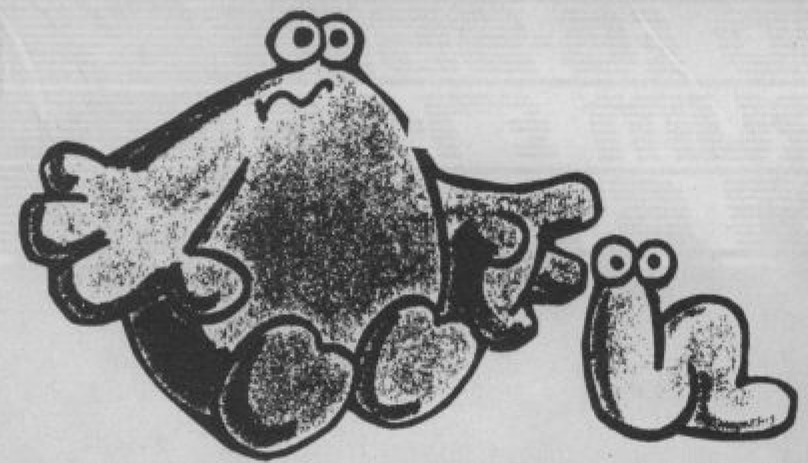


1 First Task A Can of Worms

Pretty simple, this one. Make sure you pick up the can as opposed to a container that looks like a can. Go back to the trapdoor and open it to let out the worms. Remember to shut it quickly so that nothing else comes out. Grab as many worms as you can before Drutt eats them. There's a clever way of getting rid of Drutt using the trapdoor as a tool.

Remember you can always get more worms by opening the trapdoor again. Pick up the can and place it on the

CU Hints and Tips

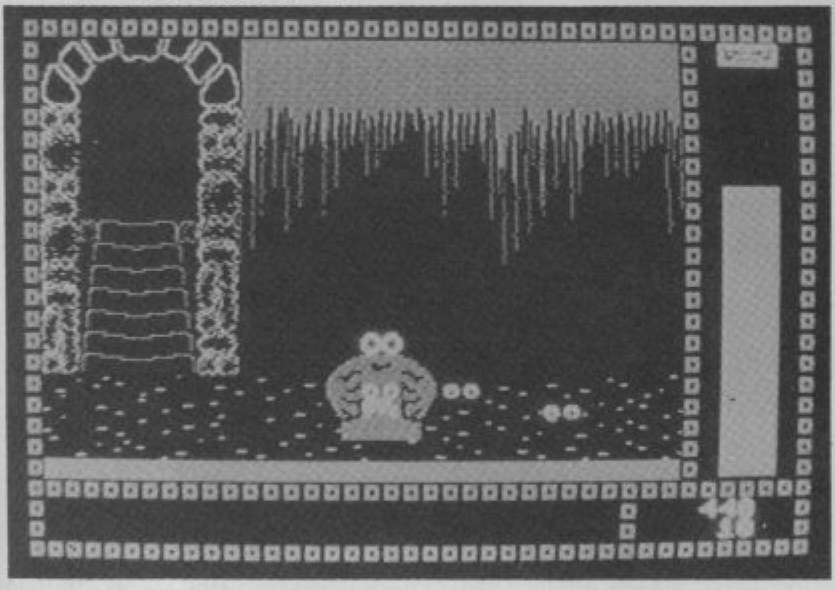


dumb waiter. Then you've got to find a way of sending it to The Thing — should be no problem there. When he's scoffed them, he'll say nice things to you. Wait a little while and he'll shout down the next order, which will probably be . . .

2 Second Task Fried Eggs

Open the trapdoor and let out the giant chicken and shut the trapdoor quickly so that nothing else can escape. To actually get the monster to lay an egg you'll have to flick something (to be polite) up its posterior. The thing you need is a bullet — and we're not telling you where to find it. If you lose the bullet, another object will do — even Drutt. Here's a clue, the trapdoor itself comes in very handy here as a flicking tool. Oh, and you'll need a container comes in useful here. When you're

Catch those yummy slimeys down in the flooded cellars.



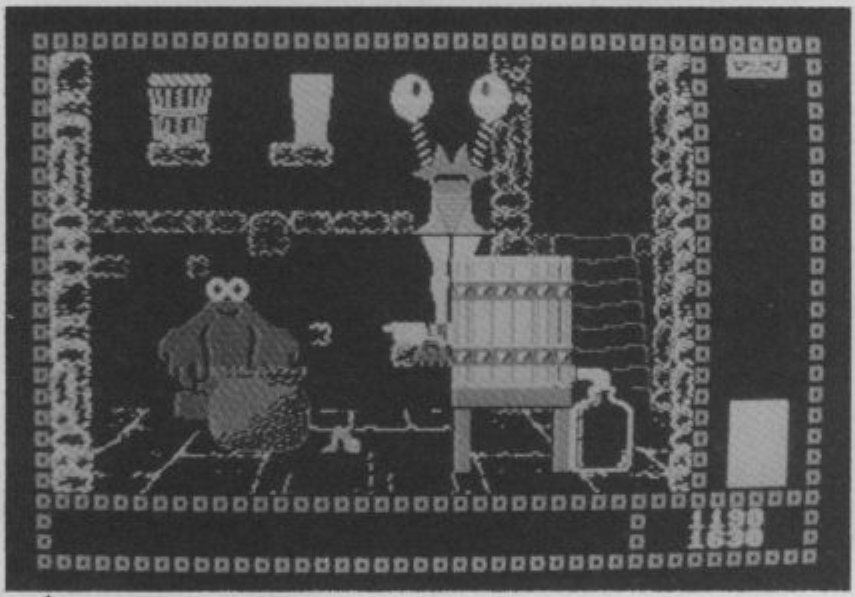
for the eggs.

You'll know when the monster is ready to lay an egg because its eyes get bigger. When you've collected at least four eggs in the container (remember that eggs break easily) it's time to set about cooking them. No points for sussing out that the stove sure the eggs are cooked, send them up in the dumb waiter.

3 Task Three — Boiled Slimeys

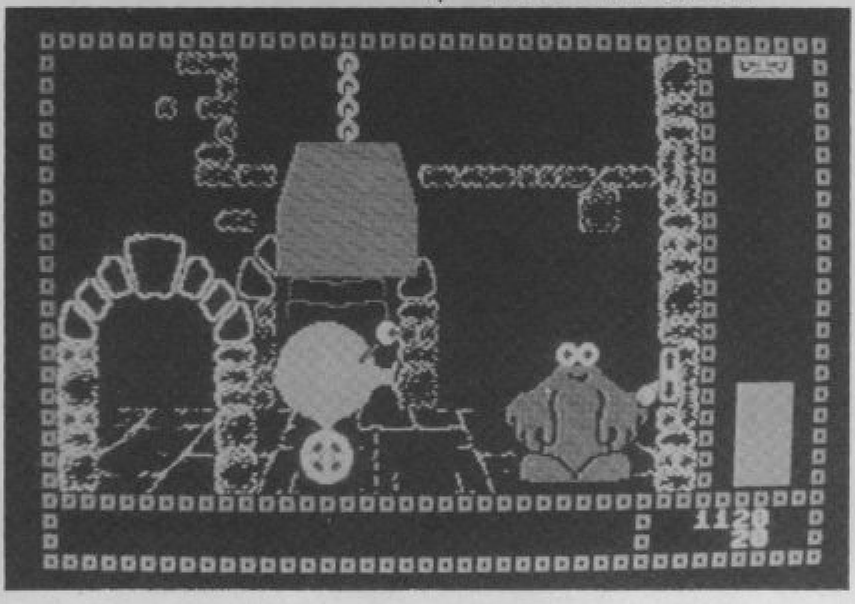
Getting more complicated. The slimies are down in the flooded cellar. Take the bucket down with you and grab a few. You've then got to get them into the big red pot to boil them. But Berk's not tall enough to tip them in. So you'd better find a higher vantage point.

With the slimeys in the pot, you can let the flamethrower monster up from the trapdoor — again, you'll know him when you see him. Somehow, you've got to use this nasty piece of work to boil the slimeys. By the way, they're not ready if the pot isn't steaming. It must still be steaming when you send it up in the dumb waiter. Remember to get rid of the flamethrower when you've finished with him. But he won't go down the trapdoor, so try crushing him — you'll need something pretty heavy.



Get the Eyeball Crusher to bounce into the vat.

Flamethrower monster about to get a nasty shock.



4 Task Four Eyeball Crush

You must be a real Berk if you can't suss out which monster to use for this one. The real problem is finding out where to get the eyeballs. Well, you won't find them anywhere — you've got to grow them. That's why there's a packet of seeds lying around.

Find a reasonable place to plant the seeds and watch as they grow magically into plants. The plants (surprise, surprise) will produce just what you were looking for. All you've got to do now is to collect the eyeballs and turn them into the required crush. With help from the monster and the vat (the big tub on the stand) you should be able to work something out. And then you've got to collect the juice in a suitable container and send it up to the The Thing — he's getting pretty thirsty. By the way, the monster bounces round all the rooms and will eventually go back down the trapdoor if you wait long enough.

5 Task Five Tidy Up

There are many ways to tidy up but the general idea is to collect everything movable and chuck it down the trapdoor. You need to save one edible item for the ghost to take it when he appears. Close the trapdoor.

Now it's time to open the safe. What safe? You won't find it downstairs. That must mean The Thing has it upstairs? When you've got the safe, you have to work out a way of opening it. We're going to leave you to wrestle with that problem, suffice to say that you'll need to use a rather heavy object.

Bohdan Buciak

Play to WiN

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Play to WiN

Poke 21291,234
Poke 2,54.
SYS16384 — Starts game.
Sean Meads, Basingstoke.

STRANGELOOP

To be able to fly through walls use this little cheat. Go into save mode and press F1. Don't put a blank tape in and press F7. Now press run/stop twice. The screen should all mess up. To go through a wall fly through the parts which are messed up.
Michael Gallagher, Port Talbot, S. Wales.

SPINDIZZY

The following routine will jam the on-screen timer. Type in the program, run it and load the game:

```
10 X=679
20 READ A: POKE
X,A:X=X+1
30 IF A<> 255 THEN 20
40 SYS 679: LOAD
50 DATA
120,169,52,133,1,162,6,
189,7,8,157,0,233,202,16.
60 DATA
247,169,55,133,1,88,96,255.
```

Sean O'Kane, Derry, N. Ireland.

MISSION ELEVATOR

To win at the dice game every time, bet any money you wish and select dice number two, then keep your finger pressed on the button and you will win.
P. Robinson, Rotherham.

COMMANDO

Here's a set of pokes which do not require a reset. First type LOAD (RETURN) and press play on tape. When the READY prompt appears type POKE 1010, 76: POKE 1011, 248: POKE 1012,252 (RETURN). Now type RUN (RETURN) and the first part of the program will load. When the computer resets type POKE 816,167: POKE 817,2: POKE 2086, 2A8: POKE 2087,252 (RETURN). Then type SYS 2061 (RETURN) to load the remainder of the game. The 64 will again reset and you can now type POKE 2225,240: SYS 2128 to start the game.

You will have infinite lives, 90 grenades and you will complete the game after level 3.
Geoffrey Wolfe, Fairlight, East Sussex.

BOMBJACK

Load the game and reset then enter these pokes to disable sprite collision:
POKE5693,255
POKE5694,255
POKE5695,255
To rerun the game SYS 2096.
Ian Learmouth, Great Yarmouth.

C16

FIRE ANT

A IBS6 LDA #$ FF
G IAF4
255 lives.

PUNCHY

A 108A NOP
G 1010
Infinitive lives.
Stuart & Jonathan Burton, Luton, Beds.

JET SET WILLY

Load game, then press reset.
POKE9471,49 this takes a bit of the wall away in the bathroom east, makes it easier to jump over the barrel.
POKE10874,234 for infinite lives.
POKE10900,0 start from where you last died.
POKE10906,0:POKE10907,0 means you can walk through nasties, best used with infinite lives.
To start game type SYS 10752.

MANIC MINER

Load game, then press reset.
POKE10951,185 just go to all exits on all screens.
POKE10963,57 to see all of the 20 screens.
POKE10892,255 for infinite lives.
To start game type COLOR4,1:SYS 10624.

AIRWOLF

Load game, then press reset.
POKE7910,9 makes aliens go across top of screen, useful at times.
To start game type SYS 7633.

LEGIONNAIRE

Load game, then press reset.
POKE10202,255 for 255 lives.
POKE10207, (0-6) choose level (0-6)
To start game type COLOR4,1;SYS6144.

MONKEY MAGIC

Load game, then press reset.
POKE7540,255 for 255 lives.
To start game type SYS9020 then press fire button.

U.X.B.

Load game, then press reset.
POKE9586,255 for 255 lives.
To start game type SYS 6500.

ZODIAC

A IEA7 LDA #$FF
G IE43
For 255 lives.

BMX RACERS

A 2360 NOP
X
POKE 65302, 206 : POKE 65303, 161
RUN
Infinite lives.

KIKSTART

A 28A3 NOP
G 2000
Infinitive lives and extra time.

BERKS

Here's a set of cheats for the Berks trilogy:
Berks 1 When the game has loaded press Runstop/Reset to get into Monitor and type:-
M261E <Return>
Change 01 to 00
GOFFO to start
This gives infinite lives.
Berks 2 (Major Blink). Get into Monitor and type:-
M298B <Return>
Change 01 to 00
GOFFO to start
This gives infinite lives.
Berks 3 Get into Monitor and type:
M2675 <Return>
Change 01 to 00
GOFFO to start
This gives infinite lives.
Richard 'B.A.' Campbell, Tottenham N17.

ROBO KNIGHT

Load game and press Run/stop and Reset, press 'X' to get into Basic and then type POKE 4127, (0-255) for the required lives, then press HELP or F7 key to restart game.
Darren Currinn, Bilston, West Midlands.

GULLWING FALCON

Press down the runstop key and quickly turn the computer on and off again, then type D287B and change the 04 to FF, clear screen and type G2000 for 299 men.

CUTHBERT IN THE COOLER

Press down the runstop key and type D1141 after you press reset and change the 03 to FF, clear screen and type G1100 for 299 barbs.
Wayne Kennedy, Tottenham, London.

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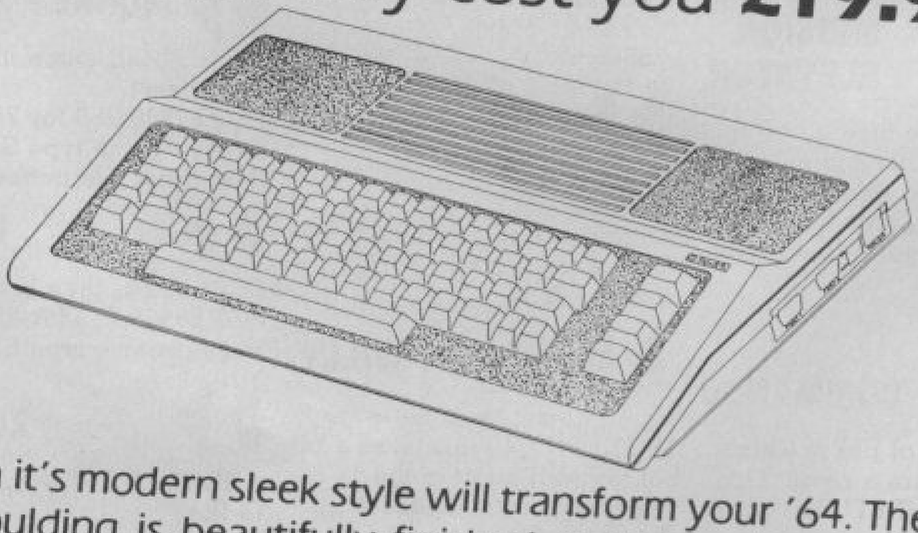
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INTO THE VALLEY

TASS TIMES IN TONETOWN

Activision
GrA
64/128
Price: £9.95/cass
£14.99/disk

Grampa has gone missing. Seems he was a bit careless in his lab, and has disappeared through his hoop into another dimension. The only thing for it is to follow him through, and hope to find him on the other side, wherever that may be.

Turns out it's Tonetown, and the way you look, there's no disguising the fact that you're a tourist. You're well . . . decidedly Untass, and lacking in Tone. And the Toners, especially local bigwig Franklin Snarl, don't like tourists.

To survive, you'll have to show that you've got the ultra-touch, and become tass! Or you might end up like eyesore Jonboi, who got drummed out of town for being so untone.



To show a bit of tone requires some bodywork at the Jamac Salon.

Screen Star

Worse still, you could end up as Snarlmeat, or be fed to the crocogators. With it so far?

To show tone requires a bit of bodystyling. No problem — it will only cost you a few picks — and soon everyone will be smiling and talking to you. What's more, it's Septmoonual time, and you know what that means — everyone'll be having a real tass time! So off to Fast Freddie's with you for a Globurger and Fizzie, then down to the concert to see local pop-group The Daglets. They're back home, and I hardly need tell you — they're outermodem, no messing!

Tass Times runs on a 64, and plays in the format of Borrowed Time. It was written by the Mindshadow team. But there its similarity with any other adventure definitely ends — it is like no adventure game you've ever played before!

Tonetown has its own trendy language, its currency is guitar picks, it has float-tones (public telephones that float in mid-air), and the locals keep a strange line in pets that tend to devastate their owners houses.

But its people are something esle!



Better than a night out at the Hippodrome.

by Keith Campbell

You'll be ostracised for not conforming, and learning to do just that is the second phase of the game. During your efforts to become tass, it's just as well there is a QUICKSAVE facility, for Franklin Snarl will be after you, the minute he gets wind there is a tourist in town.



Use keyboard or one of the joystick activated icons on the left to input commands.

Learning all the tass things to do and say is not quite as difficult as it may sound. With the game comes a four-page tabloid newspaper, Tonetown Times, which gives the flavour of what makes Tonetown hum. Fairly nonsensical and innocuous at first, once you have played into the game a bit, the Times becomes an absorbing read. There is information buried in its many news stories and ads that you'll need; spotting it is essential to be able to progress in the adventure.

Once you've got the hang of things, you'll probably end up working as a photographer for the Tass Times, on an asssignment with a deadline, for a photo promised in the current edition. But things are never quite as easy as they seem, and with a sudden shock, you will almost certainly discover you took too much for granted!

Your mission to find Gramps will lead you through the town, and out and about along the local nature trail. Therein lurks a sinister building, surrounded by an unclimable wall, its gate well-guarded, and its resident not at all friendly!

Throughout the game, the graphics are often animated; sound effects and music crop up too. One particular location has quite a spectacular picture of a jumping dog, and can be accompanied by a very realistic power-hum. Meanwhile, the concert on at the park has a real catchy number playing, all the time you're figuring out how to do what you're sure you must!

Multi-word input is supported, but although the vocab is fairly adequate, the parser slips up now and again with a nonsensical reply. As an alternative to typed input, common commands can be entered through a number of joystick-selectable icons. The game is available on disk only, which is double-sided.

If you're feeling a bit jaded by run-of-the-mill adventures, go out and get Tass! You'll discover a whole new way of living — with the Ultra-touch!

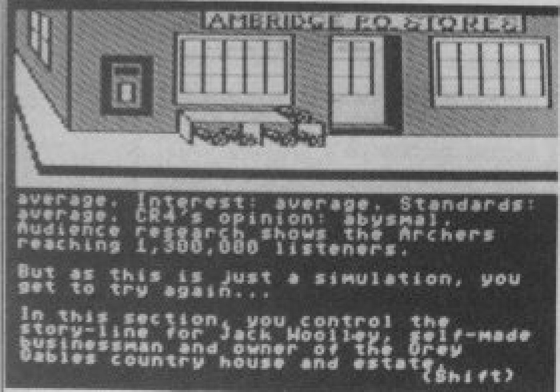
Graphics	★★★★
Playability	★★★★
Puzzleability	★★★★
Overall	★★★★

INTO THE VALLEY

THE ARCHERS

Mosaic/Level 9
GrA
64/128
Price: £9.95/cass

The Archers, written in the style of Adrian Mole, is better described as 'Interactive Fiction' than adventure. Consisting mainly of narrative text, with occasional player interaction. There is, however, a definite objective. As an Archers scriptwriter, your aim is to increase the radio audience figure for this, the longest running of all soap-operas.



Report from upstairs, you're ratings are just average.

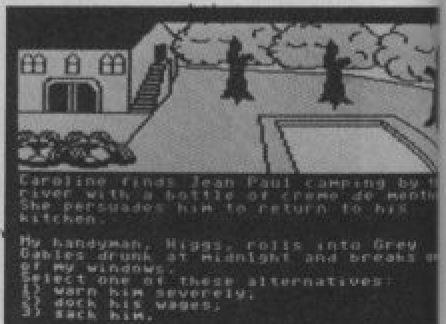
The way the game is presented is to screen chunks of the script synopsis as you are 'writing' it, and every now and then to offer you the choice of three plot options. Your decision on which way to take the plot will affect some of the subsequent script, the interest shown by the listening public, and the effect on the Controller of Radio 4.

Every now and then, scriptwriting is suspended while you receive a memo from him. Likely, he will be commenting on the ratings, and be giving you a 'Pull your socks up' rocket if they are dropping. However, he also has a few observations to make about the way you are taking the script, for he it is who gets the hassle from parties with an interest in the way you handle some of the subjects. These comments may be adverse even when the ratings are soaring!

After a rather thin rendering of the signature tune, you start off by playing the part of Jack Woolley, self made man and owner of Grey Gables. Various sub-plots are introduced throughout the session, and by manipulating them, you must raise the audience figures from 2,000,000 to at least 3,000,000 to be able to continue in the next part.

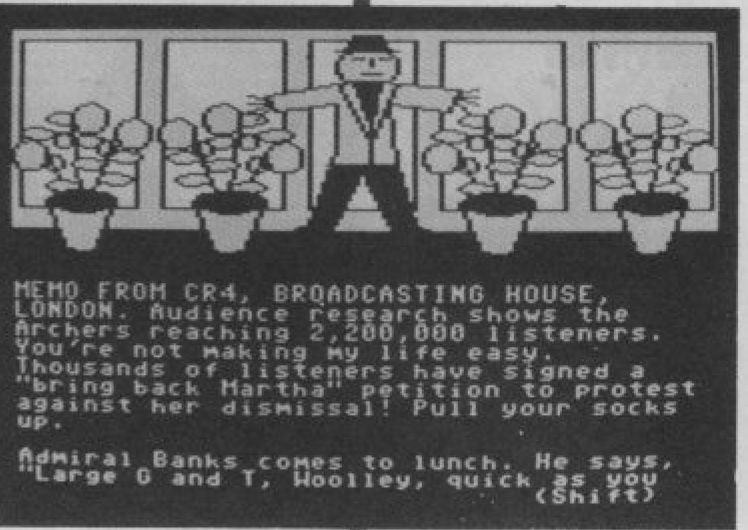
Shall you sack Higgs for drunken behaviour, and then have him seek revenge by cavorting in the swimming pool with the chambermaids? Or will you merely give him a severe reprimand? Could make good listening, that!

Will you try to sell the ailing shop, or sack Martha unless she returns a profit? And how will you handle your ambitions to join the Conservative Party? Is your lack of success in that direction because they think you are a peasant, or are you not giving them enough money?



As Jack Woolley, you must decide how to reprimand the drunken Higgs.

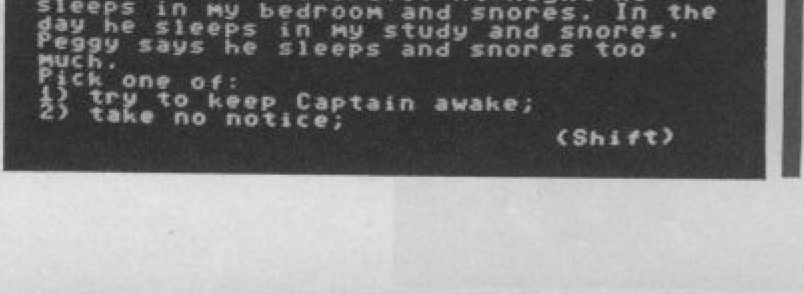
All these, and more, are among the choices you have in your attempt to make the script more interesting, realistic, and maintain a high standard. The trouble is, you can achieve a high standard but run the risk of upsetting the controller — he doesn't want Central Office on his back complaining the programme has left-wing bias — does he? So you must be careful to steer a middle course, and avoid the sack in mid-script!



Listening figures are down — more sex and violence needed.

It is not easy to achieve the required listening figures and stay in the script-writing business, but trying to do so becomes quite addictive! Each time through, which takes about fifteen minutes, new twists in the story appear, maintaining the interest. If you're succcessful, you get to write storylines around Elizabeth Archer, Eddie Grundy, and Nelson Gabriel, as well as Jack Woolley, each loadable from a separate part of the tape.

Tricky problem with Captain, he snores too much.



The game was scripted by real Archers scriptwriters in collaboration with Level 9. The now-familiar multitasking Level 9 system is used, with graphics at the top of the screen. This time, they are real pictures as opposed to the rather abstract drawings hitherto seen from Level 9.

If you're an Archers fan, this game is a must! If not (and I'm not) you'll still find it entertaining. In fact, I'm thinking of tuning in every night myself, now.

By Keith Campbell

Graphics	★★★
Playability	★★★★
Puzzleability	★★★★
Overall	★★★★

INTO THE VALLEY

CAMPBELL'S COMMENT

Ever had head alignment problems with your 1541 disk drive? Have you suspected that the violent rattling occurring when certain programs are loading, may have something to do with it? If so, you'd be right.

A common method of copy-protecting commercial software, is to deliberately create a 'bad' sector on the disk. The program accesses this bad sector, but the drive loses track of the head position. To recover, it bangs itself against the endstop to find a datum, and tries again. After a number of retries, it reports a read error to the program.

But the program is looking for the read error (it must be the right sort of read error, too), and on receiving it, happily continues reading from the rest of the disk. If it does not receive the error, the program fails.

When you copy a disk, it first has to be formatted. To create a bad sector requires detailed knowledge of the disk system, and some complicated programming at machine level. So a normally formatted disk has no bad sector and the method is a fairly effective way of copy protecting (although NOTHING is foolproof!).

The rattling sound you hear when the program is loading, is the head bouncing against the stop, as it repeatedly tries to read the bad sector. Eventually, this will put the head out of alignment, and you will have to take the drive into a specialist, to have it re-aligned, a service that will deprive you of its use for a few days, and cost you about a tenner into the bargain.

Knowing that their methods are likely to damage the health of your drive, are software companies justified in their techniques? I have no time for pirates, but there are other ways to provide security. As a non-pirate, I object most strongly to having my equipment systematically rendered useless, to ensure that software companies can maintain their fat profits.

Full credit to Magnetic Scrolls for actually providing a backup facility on *The Pawn*, whilst protecting the program in another way — the use of support material. But there must be other ways too. Would it be too much to suggest that the directors of successful software companies downgrade the models of their cars, and spend the cash instead on developing more moral methods of protection?

Meanwhile, how about boycotting the 'bouncers', or pressing compensation claims for repairs to drives, against the offending producers?

INTO THE VALLEY

NEWS



★ **What are the secrets** of the Labyrinth? Whatever they are, you've only got 13 hours to unlock them or you'll be enslaved there forever. *Labyrinth* is Activision's latest Lucasfilm game, based on the film of the same title, starring David Bowie. Still not released in the UK, the film seems to have 'bombed' in America.

The game creates the same labyrinthine world of magic and mystery and includes bizarre characters from the film, like the Fireys, Ludo, Hoggle, Sir Didymus and more. You must solve the many puzzles and mysteries that hinder your progress — and there's only one way of completing the game.

Labyrinth features pretty neat graphics and animation but (adventure purists beware), there's no facility for text input. You merely choose from two sets of scrolling words. No details on price yet but the game will be available on disk only.

★ **Rumours have reached the Valley** that *Spitting Image* could soon be hitting your computer screens. Sources do not confirm that an adventure is planned, but chances are that it will be judging by who was recently visiting the TV studios.

Secrecy surrounds the deal at the time of writing, but a look into the adventurer's crystal ball won't go amiss! The scrolls are active, and suggest that an admirer and a rescuer of interactive fiction have teamed up as programmer and publisher in the bid for the licence. And if it comes off — the graphics will be as stunning as the puppets!

★ **A new graphics system is promised from Level 9** for selected versions of their future adventures. Among the machines that will be supported with this much needed enhancement to Level 9's current graphics, perhaps more aptly described as abstract representations rather than illustrations, are Commodore 64 and Amiga disk version.

The graphics will be digitised, and will be capable of displaying fine detail. Called in to draw the pictures is the artist who produces the excellent posters that Level 9 commission for each of their games. First release to feature the new system will be *Knight Orc*, due about the end of the year.



★ **Murder, mystery and suspense** is what you'll get from Fergus McNeill's latest adventure for CRL, *Murder off Miami.* Co-written with Jason Somerville, it's a solve-it-yourself detective saga that closely follows the book of the same title by thriller writer Dennis Wheatley.

Load up your · 45 and spread some more gum on your shoes because you're Detective Kettering (of Homicide), assigned to investigate an alleged suicide. Oh, yeah? Your hunch maybe right, maybe the victim was pushed out of the speedboat. Several people on board the boat had a good motive for giving him the shove. It's your job to grill them for the truth. *Murder off Miami* is out now at £7.95 for the Commodore 64.

COMMODORE 64 CHART

1	Druid	Firebird
2	Fist 2	Melbourne House
3	Go for Gold	Americana
4	Super Cycle	Epyx/US Gold
5	Warhawk	Firebird
6	Infiltrator	Mindscape/US Gold
7	Alleykat	Hewson Consultants
8	Leaderboard	Access/US Gold
9	Trivial Pursuit	Domark
10	Ninja	Mastertronic
11	Dan Dare	Virgin
12	Dragons Lair	Software Projects
13	Sanxion	Thalamus
14	Asterix & the Magic Cauldron	Melbourne House
15	1942	Elite
16	Jack The Nipper	Gremlin Graphics
17	Green Beret	Imagine
18	Ghosts and Goblins	Elite
19	Ninja Master	Firebird
20	Speed King	Mastertronic

CHART CHAT

Druid's rise to the top of the charts has got to be a sign of the times. Just goes to show what the real *Gauntlet* is going to do if Firebird's rip-off can top the pile.

And *Fist II's* leap to number 2 proves what the thumbs up from Ken McMahon and a Commodore User Screen Star can do for you.

Shoot 'em ups are still what most of you want to part dosh for it seems with *Warhawk, Sanxion, 1942,* and *Green Beret* still in the Top Twenty.

The signs are that Mastertronic are losing their grip on the C16 chart with Anco's excellent *Winter Events* challenging strongly at number two.

Paperboy tops the general chart on the basis of Spectrum sales. Looks like staying there now that CU have made the 64 version a Screen Star.

Chart watchers who entered last month's compo can read the results in next month's issue.

GENERAL

1	Paperboy	Elite
2	Trivial Pursuit	Domark
3	Thrust	Firebird
4	Druid	Firebird
5	Ninja Master	Firebird
6	Dragons Lair	Software Projects
7	Light Force	FTL
8	Fist 2	Melbourne House
9	Go for Gold	Americana
10	Dan Dare	Virgin

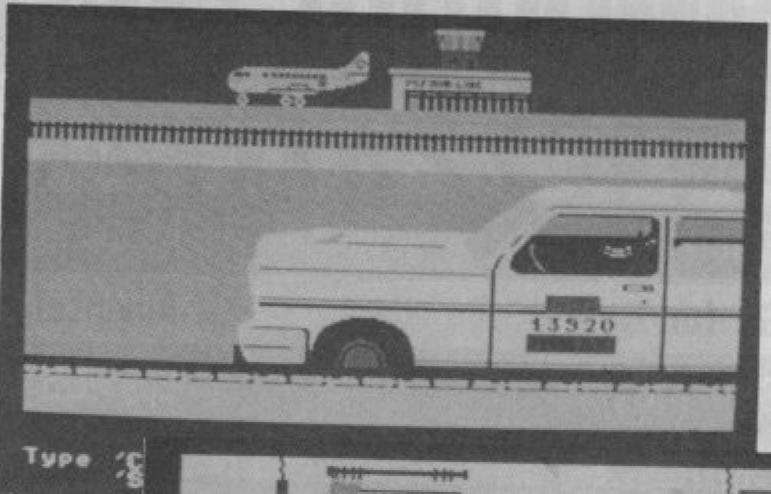
C16

GALLUP

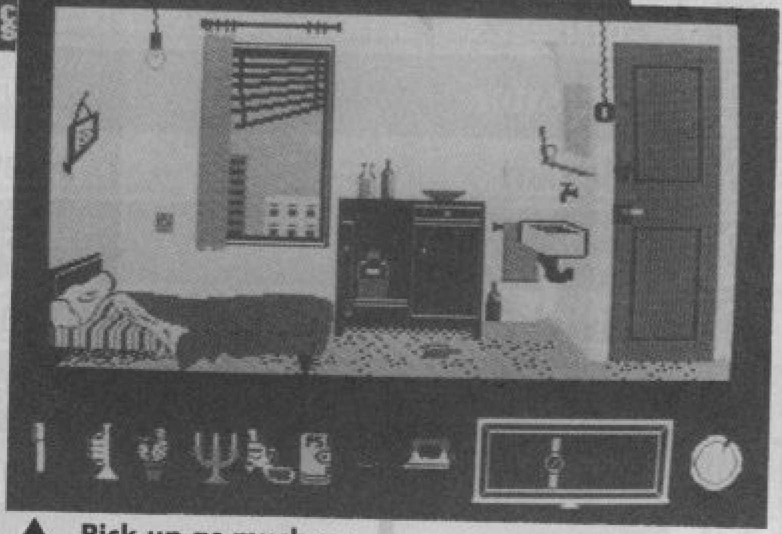
1	Finders Keepers	Mastertronic
2	Winter Events	Anco
3	Speed King	Mastertronic
4	Video Poker	Mastertronic
5	Yie Ar Kung Fu	Imagine
6	Booty	Firebird
7	Torpedo Alley	Firebird
8	Street Olympics	Mastertronic
9	Kik Start	Mastertronic
10	International Karate	Endurance

THE INHERITANCE
PANIC IN LAS VEGAS

Infogrames
GrA
Commodore 64/128
Price: £9.95/cass
£14.95/disk

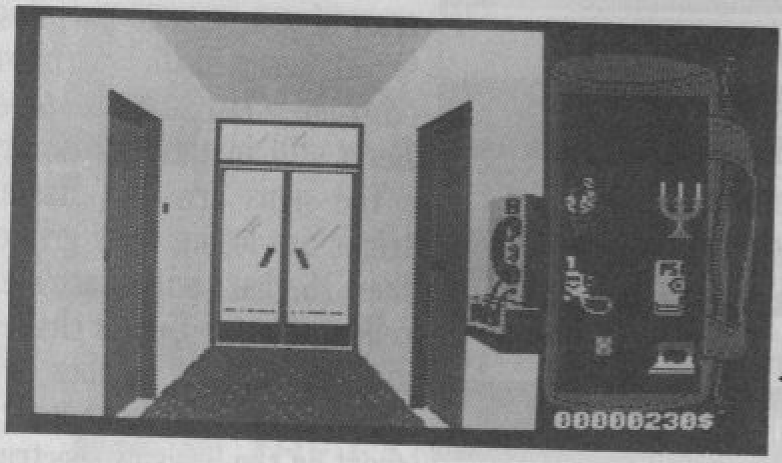


You're going nowhere, the driver isn't in his cab.



Pick up as much as you can and make a run for it.

The game is split into three stages. The first consists of your attempts to get out of the building whilst avoiding your creditors (you're pretty skint and owe quite a bit). Life begins in your dingy, squalid little room. The graphics are lifelike, you can even see the paper peeling off the walls.



Note the phone in the hotel lobby, you'll have to use it.

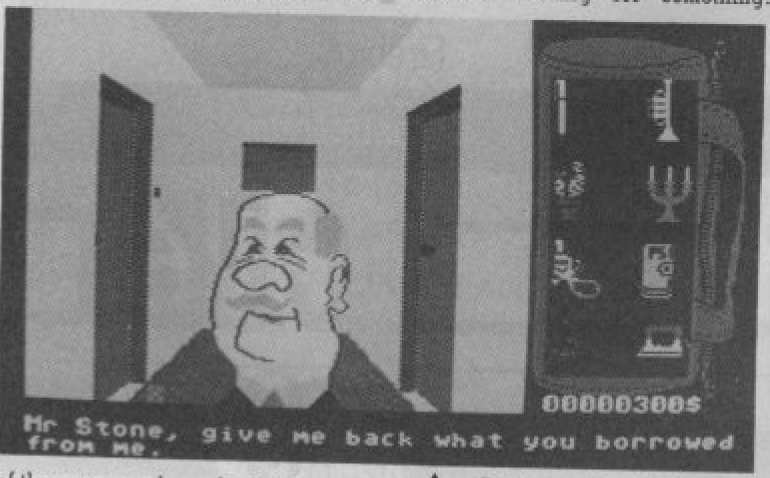
Infogrames is a french software house, which probably accounts for the stylish presentation of this game. The box is nothing special, but inside is a white disk. Well wicked. The loading screen has a little white armadillo with a rainbow half way down its back which is also pretty cute.

Let's not mess around. The plot goes like this. Your Aunt has pegged it and left you every penny she owned. You learn this piece of astounding news at the very beginning of the game from a telegram which appears out of nowhere on your screen. Pour auntie, wonder how much it was?

It's not that easy. The old bat has not been quite as well meaning as you thought. It is a condition of her will that you must repeat her achievement of winning a million dollars in one night at Las Vegas. Nice one Auntie.

This is a bit daft really. If you were to win a million in one night at Las Vegas, or even if it took you a week, you wouldn't want the old bag's cash anyway. Still, you could spend all day picking holes in adventure plots and never get to play them.

All actions are carried out with cursor keys or joystick. To move around you simply move the on-screen cursor to the appropriate side



Better give it back or he won't let you down the stairs.

of the screen and you do a 90 degree turn. You press fire to go forward, pick up objects and so on. It's a bit like one of those 3D maze programs, but with a lot more detail.

The first thing to do is obviously to grab everything in the room that looks useful and head for the door. As luck would have it you are on the 17th floor. There are two ways down, stairs or lift. Take my advice and use the stairs, the lift is slow and prone to malfunction.

Sooner or later, probably sooner, you will be stopped on the stairs by someone looking for something. "Give me back what you borrowed from me Mr Stone", (that's you) they say — pretty impolitely if you ask me.

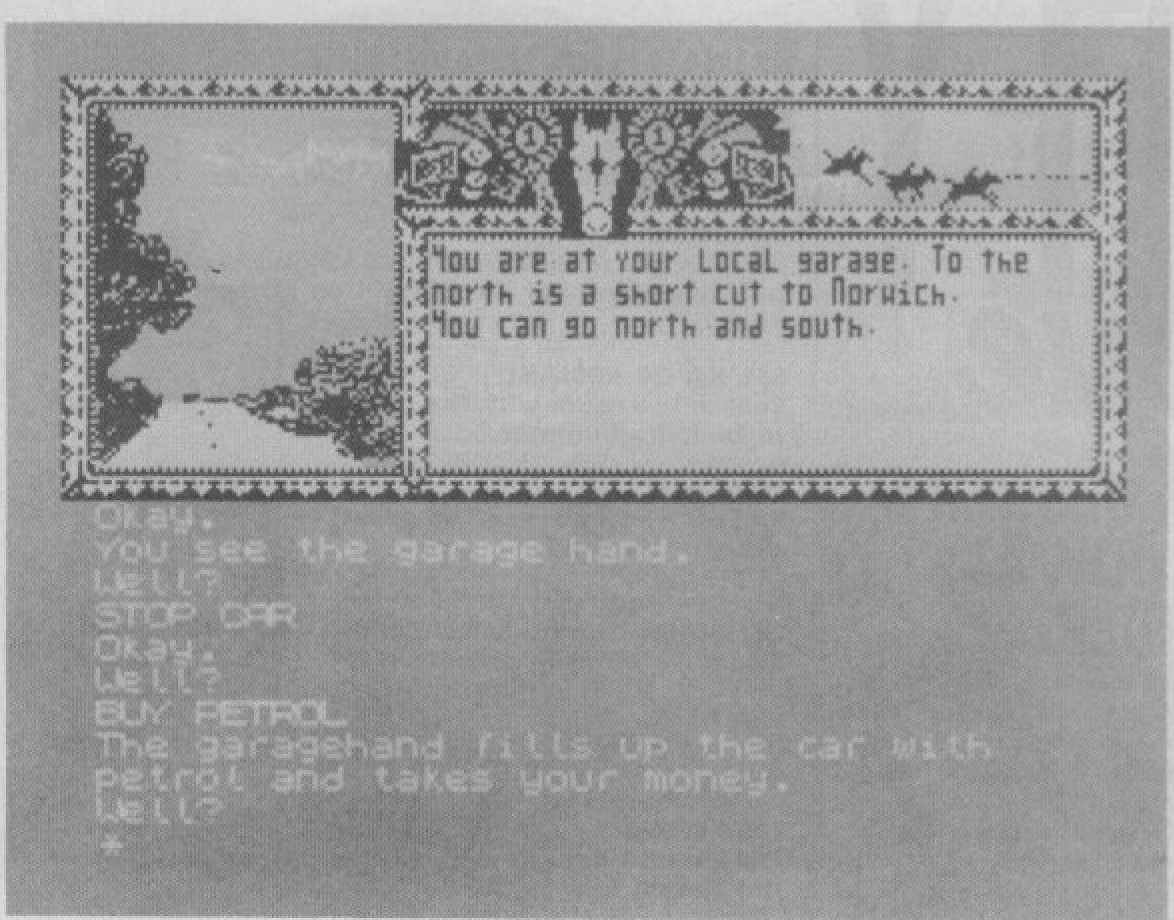
This is where it helps to have stocked up with gear before leaving your room. It's a sort of adventure game mix and match. You have to match the right item (plant, candelabra, necklace, pen, gun . . .) with the right person (oily looking guy, Chinaman, well dressed balding man, private dick). They aren't the right people incidentally, well some of them are. Failure to come up with the goods results in your downward passage being blocked (ouch).

If you are fast enough you can fly past people and dash down the stairs before they can catch you. Alternatively, if you just don't have what they want you can always resort to poking the revolver up their nose. They quiver at the mouth and say: "Mr Stone, you have gone mad", but you get past, providing you can outrun the cops. If you make it to the lobby it's just a question of phoning for a cab (forget the bike) and you're on your way to the airport.

The following two scenarios offer similar, though more difficult problems. At the airport you must retrieve stolen papers, have a chat with an air hostess get on the right plane and pacify a hijacker (the joys of travel).

Las Vegas. Here's where you have to win a million dollars, but I'm not going to tell you how because that would make things too easy (*and you haven't done it yet — Ed.*). Suffice it to say that you have to win stacks of money by playing fruit machines, Boule and Craps.

The Inheritance is a pretty enjoyable graphic adventure and will go down well with people who don't like to type in pages of text and work out unfathomable cyphers. It reminds me a lot of *Terrormolinos*.



You'll need to buy petrol before getting to Norwich.

The graphics are fine and the variety of characters gives it added interest. My only complaint is that it would have been more fun if the responses were more varied than the half a dozen or so stock phrases that seemed to be continually churned out. The sound is also virtually non-existent. Apart from that, a good one.

Ken McMahon

Graphics	★★★★
Playability	★★★★
Puzzleability	★★★★
Overall	★★★★

TWICE SHY

Mosaic Publishing/ Ram Jam Corp.
GrA
Commodore 64/128
Price: £9.95/cass

You may recognise the title 'Twice Shy' — it is the name of the book by Dick Francis, on which this adventure is based. Mosaic, who specialise in 'bookware', commissioned Ram Jam to computerise the story.

The story is based around Jonathan Drew, whose role you play. Friends in Norwich, the Keithlys, are in trouble — Donna has stolen someone's baby, and your wife Susan rushes off to help as the game starts.

Before long, you are following her up there in your dusty Peugeot. You soon become involved in an intrigue concerning some cassette tapes which come into your possession, and lead you into danger. What is on them is up to you to find out, and perhaps you will then have a better idea what to do with them.

Since the scene of the action moves between London suburbia and Norwich, there are considerable distances to travel in your dusty Peugeot. Moving off the local roads, you simply follow the signs round the M25, turn off on to the M11, and make sure you don't get lost on the interchange!

The short distances from room to room, and in the same vicinity, are walkable. Thus there are places you cannot go on foot, and places you cannot take the car, and the two are merged together quite realistically — quite an achievement, as you will already know if you have tried writing an adventure with that sort of scenario!

In *Twice Shy*, you even have to get out of the car to buy petrol. If you then try to start it up, forgetting you haven't got back in, the Ram Jam humour shows through with a 'Just how long do you think your arms are?' message!

It pays to have a fair bit of cash on you, for there is the inevitable AA man, who, after you've tried driving up the wrong carriageway, will gladly repair your car — for an arm and a leg! If you can't pay, he will move off, '. . . leaving you to type QUIT.' as the message says. And it meant it!

The book has a horse-racing theme, and of course, Newmarket is en-route to Norwich. This is where Twice Shy departs from the ordinary run-of-the-mill adventure. If you get to the race course at the right time, you can go racing, which involves loading in the game on the reverse side of the tape. Here you will find six events on which you can gamble — and it is said that some of the horses' names provide clues to the adventure. But more than that, the money you have in your adventure inventory, can be used for betting, and your winnings (if any!) can be taken back with you when you quit the races.

Four runners compete in each case, and their odds are displayed. Before placing a bet, you can call up a separate screen showing the form of each mount, for a better informed gamble. When bets are placed, the race is shown in animated graphics.

For non-adventure fans who like a flutter, the racing can also be played as a stand-alone game.

Ram Jam have developed their own very sophisticated Adventure System, which they call the 'Biro'. *Twice Shy* is the second game they have produced with it, and the first to reach the 64. Very impressive it is too.

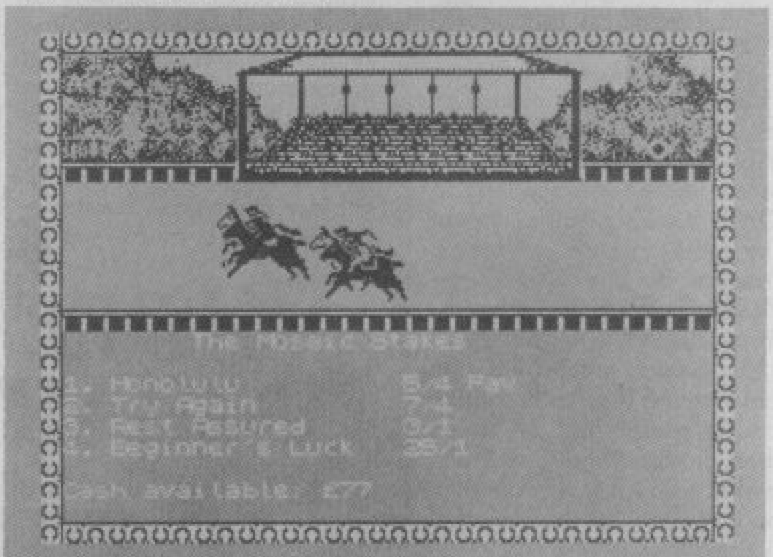
The screen is split into three windows, plus an attractive graphic horsey logo at the top. A fairly small window displays the location graphics, but the picture within is surprisingly effective, and instantaneous to display. There is also a location text window, whilst the lower half of the screen carries the conversation between player and computer.

All the windows are edged with a yellow border, and the whole screen has a most attractive and colourful look about it. Even on moving location, when there are changes occurring in all three windows, the response time is extremely fast — in the order of a couplew of seconds.

Mosaic stress that it is not intended that you should have read the book to be able to play the game. However, it might make for a more interesting session on the computer, and give you a few pointers as to what to do next.

Twice Shy cleverly combines two games of a very different nature into one, providing good entertainment value with a professional finish.

Looks like you're going to lose your shirt on this one.



Graphics	★★★
Playability	★★★★
Puzzleability	★★★★
Overall	★★★★

VALLEY Rescue

RESCUE SERVICE

VALLEY TO THE RESCUE!

VALKYRIE 17:
Buy the girl a drink, and then kill her in private before getting her handbag! Don't forget to hide the body.

SEE KA OF ASSIAH:
Search the room with the gate, and look in the sack to find the hammer.

TRINITY:
Sail on wheels across the grass! Feeding the birds will change the wind.

HULK:
The doctor is in the empty dome. Make sure you examine what he points at!

KENTILLA:
A dead Quarg is a good safeguard against swamp death.

TASS TIMES:
Hairdo and a tass outfit will get you an assignment at the Times. Talk to the Ed!

LEATHER GODDESSES:
A seemingly useless circle can be used as an ion-bypass after drifting.

FANTASTIC FOUR:
Smoke cover shields you from the death-ray.

TIME MACHINE:
Jam the lever with stone to exit the Sphinx.

The Valley Rescue Service works! Now, thanks to the generous support of all you Valley readers, we can let a few October sufferers off the hook!

John Jennings was frequently being burned to death in *Treasure Hunter*. Barry Whenlock of Bolton, and Steve Bromfield of Evesham, have come up with completely different answers!

Look before you enter the cave, says Barry, and you will find a bottle. Fill it at the nearby river, and put the flames out by throwing the bottle. Simple, isn't it? But Steve doesn't agree. John will not get out of the cave past the flames, he says. So far, so good. But get hold of the treasure found inside, and put it to good effect — WAVE WAND!

Kentilla sufferer Philip Daniels is offered some advice by Mrs Ruby Wilgavs. After swinging on the rope, take it back. And to get the green scroll, first free Timandra, and let her follow you to Zelda, with whom she will have a few words.

Stone me — that was quick! Here is Maria Scott, gallantly helping Mr Downie off the wall in *Dracula's Castle!* Once you have climbed up, you are on top — so simply CLIMB DOWN! But Maria still shares the ruby coloured button problem, in *Jerusalem 2*, with Mr Downie! "Please, please, please, someone, anyone, HELP!"

After the sighs of relief, come the cries of agony! Nicholas Park writes from the room behind the broken mirror, postmarked Belgium. He has wreaked a veritable trail of destruction in there, hitting, breaking and thumping everything in the room, but still he cannot get out! The game, of course, is *Zork III*.

Further afield, in the industrial estates of *Hampstead*, from Victoria, Australia, is Martin Trommer, with a lathe bracket and no escape route. Have you got one?

And finally, Nazeer Ahmed writes from Brunei, asking if the Valley Rescue service extends to South East Asian readers. Of course it does, Nazeer — it may take a little longer for our reply to reach you, but wherever you read Commodore User, we will support you, providing your address is not in South Africa.

A CLOSER LOOK AT HULK

Since being released as a 'cheapie', Hulk has gained a whole new lease of life, and is claiming, once again, more than its fair share of frustrated victims!

Let's see if we can help Bruce Banner on his way . . .

The first problem which baffles many players, is how to get out of the dome. Forget the ring until much later — you're not able to tackle it at present. But do note that the button in the tunnel is actually a toggle switch. Press it once, and a different state exists. Press it again, and things revert to normal. And remember — you must be HULK to exit the dome safely!

Outside the dome, things can be downright confusing. There's a bit of an optical illusion here. Is there only one dome? From the fuzzy area, north always takes you to the underground room — don't try to beat that until you have spoken to your doctor! Other directions move you randomly, including one visit only to the presence of the Chief Examiner — from whose presence you can only be ordered 'Begone!'

So many of you ask how to kill the ants — I suppose that's only natural as they keep killing you! But handled properly, they are one of the key things that will help you rescue another Superhero, and complete the game.

But you will need some wax — just wave goodbye to the bees! And as for that doctor, he will appear in the right place when you become HULK. But you must get to speak to him, so watch what he does when he appears. And take his advice, at all costs!

ADVENTURE CHART

1	Jewels of Darkness	Rainbird
2	Beyond the Forbidden Forest	Cosmi/US Gold
3	Pawn	Rainbird
4	Leather Goddesses of Phobos	Infocom
5	Warriors of Ras	All American/US Gold
6	Exodus Ultima 4	All American/US Gold
7	Rebel Planet	Adventuresoft
8	Lord of The Rings	Melbourne House
9	Alternate Reality	Datasoft/US Gold
10	Time Tunnel	JV/US Gold

EPYX COMPUTER SOFTWARE

CHAMPIONSHIP WRESTLING™

And now we proudly present the Sultans of Slam. The Champs of Chokes. The meanest, nastiest, foulest fighters the canvas has ever seen. We bring you the guys who use every dirty trick known to man. And a few that aren't.

Take on any eight rowdy wrestlers, each with his own individual style when it comes to busting heads. From K.C. Clolssus, whose "trash computer" turns victims into waste matter, to Prince Vicious, who gets a crush on every opponent.

Use leg drops, spin kicks, body slams, rope bouncing, a flying drop kick, a suplex, an airspin, even the famous atomic drop to mangle those dudes. You'll need over 200 stitches if you don't.

The crowd will cheer. They'll boo. They'll egg you on, or simply throw eggs instead. The scoring is based on the complexity of your moves and, of course, your strength.

And one day, probably long after your poor battered head resembles an overcooked cabbage, you'll be good enough to win the title. And the coveted 'Championship Wrestling Belt' will be yours.



U.S. Gold, Units 2/3, Holford Way, Holford, EPYX Birmingham B6 7AX. Tel: 021 356 3388

Step into the Pawn shop for your chance to scoop some of the best prizes ever offered in a Valley competition. Here's what you could win.

COMPETITION
COMPETITION
COMPETITION
COMPETITION

THE PAWN SHOP



First Prize

A beautiful chess set worth over £120.00. The pieces are based on the famous Isle of Lewis chess set, which dates back to the Twelfth Century, and represents the earliest origins of the game known in the British Isles. It was discovered in an underground chamber on the west of the island in 1831 and now resides in the British Museum. The board is made from solid English rosewood.

The first prize also includes a copy of *The Pawn* by Magnetic Scrolls. And just so you'll look hip and trendy as you play the game a Commodore User 'T' Shirt is thrown in as well.

Second Prize

Three runners up will each receive a copy of *The Pawn* by Magnetic Scrolls/Rainbird and a CU T-Shirt.

Third Prize

30 Pawn posters.

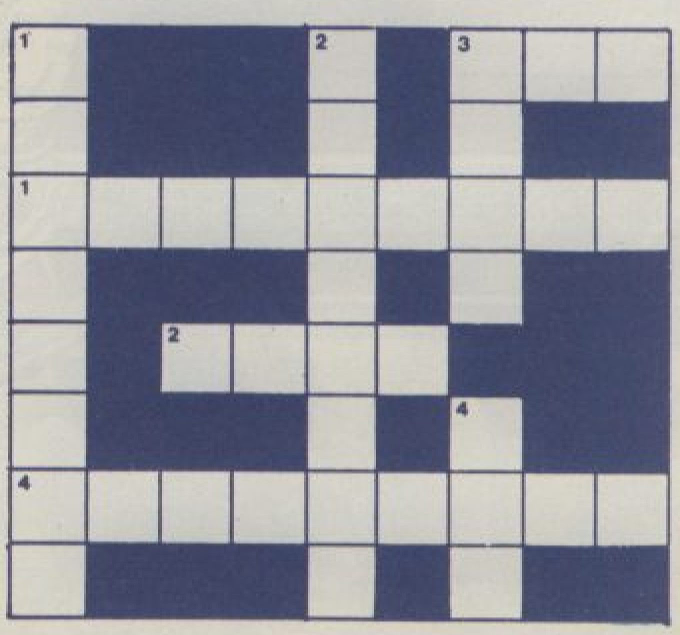
DOWN

1 Down. Surname of well known adventure writer.
2 Down. You might get one of these in the face if you are unlucky at the end of this month.
3 Down. Classic Infocom series of adventures.
4 Down. Useful items are often found beneath the ground by using this common adventure command.

ACROSS

1 Across. Home city of a world famous adventure games manufacturer.
2 Across. Popular boozey locations — used in several adventures.
3 Across. Wild animals may bring your quest to a sticky end at this place.
4 Across. One below ten.

COMPETITION RULES
Complete the crossword and send it to Commodore User, Pawn Shop Compo, 30-32 Farringdon Lane, London, EC1R 3AU. Entries must reach our office by December 20th.





THE ULTIMATE ROLE PLAYING FANTASY GAME
Thyra the Valkyrie, beautiful and fearless, she is protected in combat by strong armour.
Thor the Warrior, bold and brave, there can be non to match his skill in hand to hand combat.
Questor the Elf, impish and cunning his deadly accuracy and unbelievable speed make him a formidable foe.
Merlin the Wizard, mystical and wise, the power of his magic is untold
GAUNTLET
Enter the world of monsters and mazes. Travel the path of mystery and combat in search of the food that replenishes your 'health'. Your way is barred by an array of monsters and legions of enemy bêings but they are not your only foe in the quest for food, treasure and magic potions – your fellow players compete in search of the same good bounty.
TAPE
CBM 64/128, Amstrad, Atari, MSX £9.99
Spectrum £8.99
DISK
CBM 64/128, Amstrad, Atari £14.99
Amiga/Atari ST, IBM £24.99
*TM and © 1985 by Atari Games Licensed to U.S. Gold
GAUNTLET TM*
U.S. GOLD
U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 3563388
ATARI GAMES

Little Black Box

reviewed by Fred Reid

Thinking of buying a printer? There are more around than you've had TV dinners, each with its own set of features and enhancements. However, unless you choose one of Commodore's own printers or one of the ever increasing range of 'compatibles' (the Star SG10C for example), you're going to need an interface adaptor of some sort.

Again, there are many to choose from, usually designed for a particular type of printer or with a particular purpose in mind. I've seen many so-called 'universal' interfaces in my time, most of them have some serious drawbacks!

The most important thing to bear in mind when buying an interface is your software. If you are going to make use of the print utilities incorporated in a lot of modern softare, particularly graphics, you are going to have to choose very carefully indeed.

Uniprint interface reviewed

Trying to find an interface for your printer can be a nightmare. Will it actually do what you want when you get it home. Uniprint may be the answer, it claims to be a 'universal' interface.

Uniprint is designed to interface a Commodore 64 to a wide range of parallel printers, particularly Epson, Star, Smith Corona, Riteman and Okidata, and can be set up through software to suit many applications.

The interface itself is housed in a small black box, not much bigger than a couple of cassette boxes, and has three cables leaving it.

The large flat ribbon cable connects to the parallel port of your printer, the long thin cable plugs into the serial bus of your 64 (or disc drive if you have one). The third lead is smaller still, and plugs into your 64's cassette port (it takes its power from here). Don't worry though, the plug is also a socket so you can still plug your cassette deck in as normal.

From Basic, you can send text and commands to your printer using the PRINT # command.

Basic allows you to send a 'secondary' address in the OPEN statement, this can be used to set up the interface for a particular application. The above example will print upper case letters only, while using the secondary address 7 will print lower case. Other secondary addresses can be set to control auto line feeds and control ASCII translation. Commodore ASCII code is different from everybody else's, so Uniprint can cleverly translate this to 'true' ASCII. Sometimes, though, you will need to send an instruction direct to the printer without translation, thus you can get a choice.

Uniprint has some other attractive features too. In Epson emulation mode, your printer behaves as if it were an MPS801, printing out the 64's entire graphic set! Another useful feature is Uniprint's ability to print reversed characters and dot graphics. Dot graphics can be used to generate pretty borders and underlining, bar graphs or even user defined characters!

But in actual use, I hit upon a major snag. The cables were to short to reach my printer! Fortunately, it is possible to extend the single wire from the cassette port, but they should have thought of that at the factory. Unmodified, you are restricted to a distance of three feet from the cassette port of your 64 to the Centronics port on your printer, so the actual distance between 64 and printer could be as little as a foot.

Another potential problem could occur, the connection to the cassette connector is very fragile indeed, a couple of twists and it'll drop off!

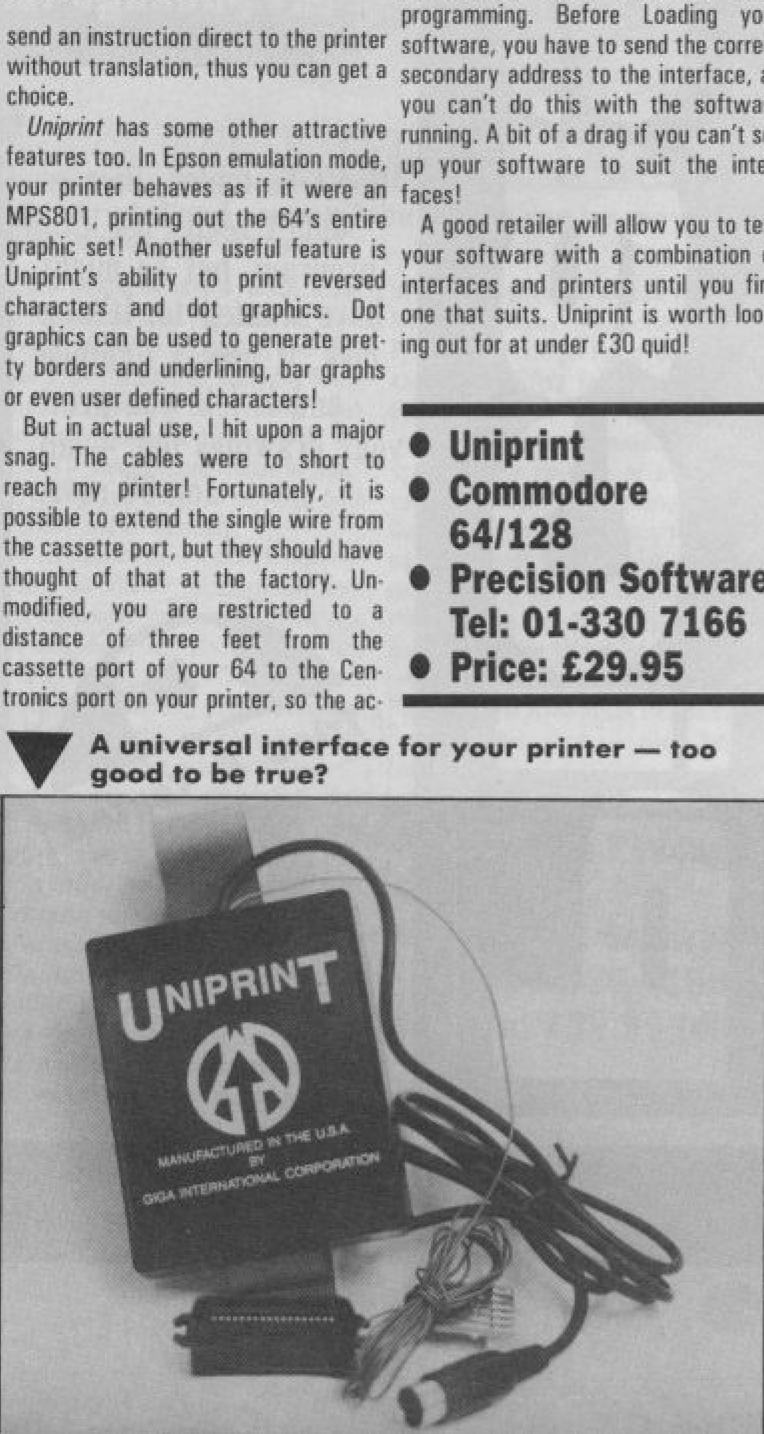
Having got everything wired up, I put Uniprint through it's paces. First, I tried sending commands direct from my 64 to my ageing Star Delta printer. No problems here, the ASCII translation worked, and the transparent mode allowed me to send text enhancement commands without any conflict of interest.

Using packaged software, on the other hand, was a different story. *Superscript* didn't like it at all. No matter which secondary address I sent, all I got was garbage. *Print Shop* also put up a fight, and *Vizastar* wouldn't print graphics. One possible source of trouble centres around Uniprint's 'soft' programming. Before Loading your software, you have to send the correct secondary address to the interface, as you can't do this with the software running. A bit of a drag if you can't set up your software to suit the interfaces!

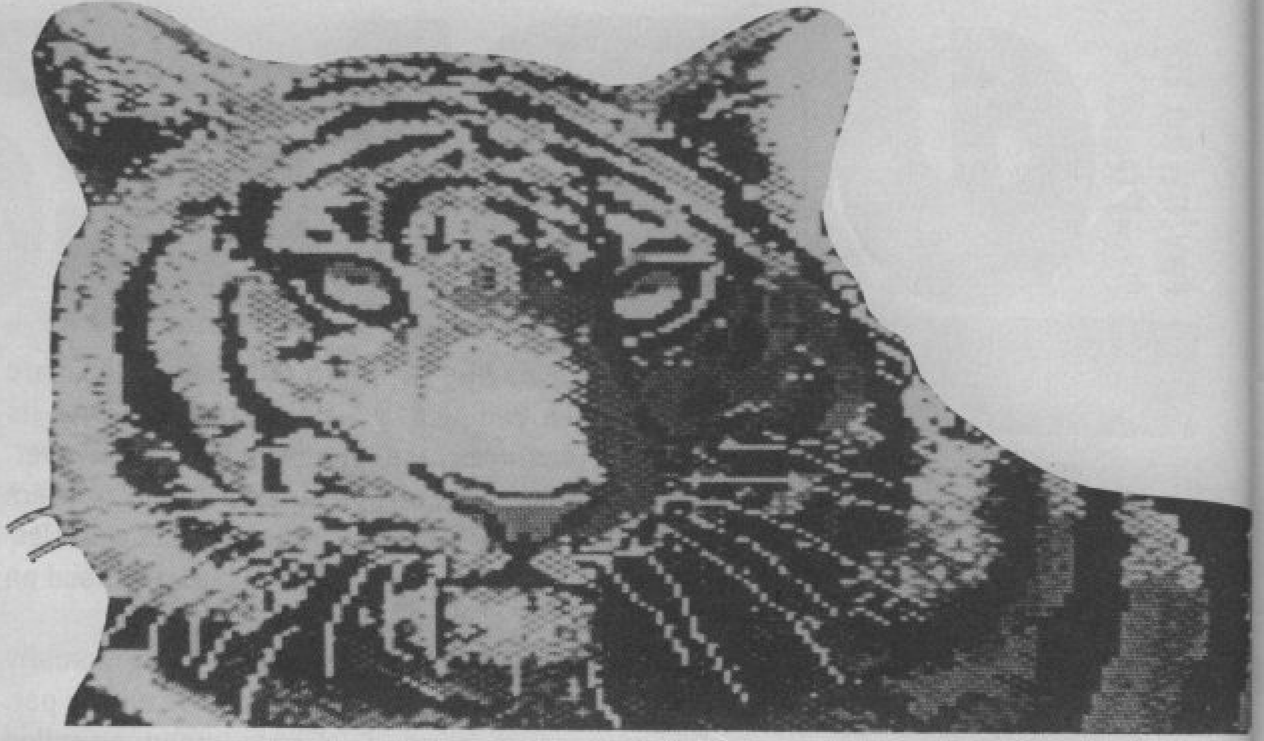
A good retailer will allow you to test your software with a combination of interfaces and printers until you find one that suits. Uniprint is worth looking out for at under £30 quid!

- **Uniprint**
- **Commodore 64/128**
- **Precision Software Tel: 01-330 7166**
- **Price: £29.95**

A universal interface for your printer — too good to be true?



Picasso's Revenge



Art package for the 64/128

reviewed by
Bohdan Buciak

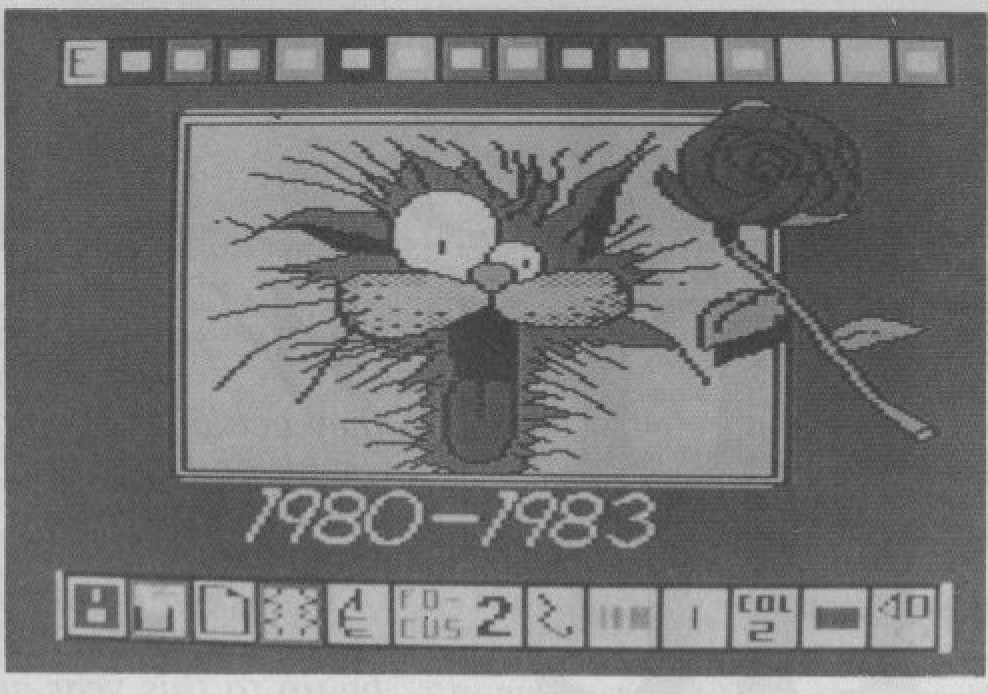
Don't be fooled, Picasso didn't really use this program, but he might have wanted to. It's on disk, it uses a lightpen and it lets you print your drawings out – all for 30 sovs.

Art and drawing programs have always been popular utilities for the 64. And since there are so many around, you have a good chance of getting just what you want. They generally use either a mouse, a joystick or a lightpen as the drawing device. Which one you choose depends on what you want to draw – and how much money you have to spend.

Mouse-driven packages are the most expensive and probably the best. They generally allow for very accurate drawing of lines and geometric shapes, and they're pretty good at freehand work too. Cheapest are the joystick-driven programs – most 64 owners possess a joystick anyway. But they fall down a little on freehand drawing since a typical joystick moves in only eight directions.

Lastly come lightpen-driven programs like *Picasso's Revenge.* These are ideal for freehand drawing because you're using natural hand movements. The pen's immediate response gives more control and freedom of movement. But they're not as accurate for close-up work because all lightpens waver a little when pointed at the screen.

Picasso's Revenge (we love the name) hails from America, which is probably why it's only available on disk. The package costs £29.99, comes with a lightpen and is distributed in the UK by Precision Software. Not just a drawing package, it has a utility that lets you print your work on a number of printers. That's good news; why draw a picture if you can't hang it on your wall?



Uncluttered display gives colour options across the top and drawing functions across the bottom.

When loaded, Picasso's Revenge starts by calibrating the lightpen to your particular screen. You then see a surprisingly uncluttered display, showing a complete range of colours across the top and a selection of icons across the bottom. A nice touch is that the background reverts to the colour you've chosen. Pressing the 'G' key makes the boxes disappear altogether.

To activate an option, simply point your lightpen at the box you require and press either the Commodore or CTRL key. You must also hold one of these keys down when drawing.

There are two screenfuls of icons across the bottom, giving the usual range of functions. For drawing you get: line, consecutive line, triangle, circle, rectangle, variable brush width, fill, 35 predefined textures and the provision for including text. Spray mode is the only function activated from the keyboard. Pressing 'S' toggles it on and off.

There's also a magnify and block move function and a means of setting the sensitivity of the pen — the slower the pen, the more accurate it becomes. When using texture fills, you can alter one of the colours in the texture. There's also a facility for designing your own textures.

Apart from those, there's a disk utility that lets you load and save screens, call up a disk directory, format a data disk, and customise the package to print out to a printer of your choice. The range is large, including Epson, Star, Oki and the Commodore 1525 and 1526 models. The MPS 801 isn't included but the manual does tell you it's equivalent to the 1526.

So how does the package shape up in use? Like most drawing programs, it's good at some things but not so good at others. Being lightpen driven, it's very effective for freehand drawing. The choice of brush gives you a range from very thin to very thick. But you can't define your own brush shape.

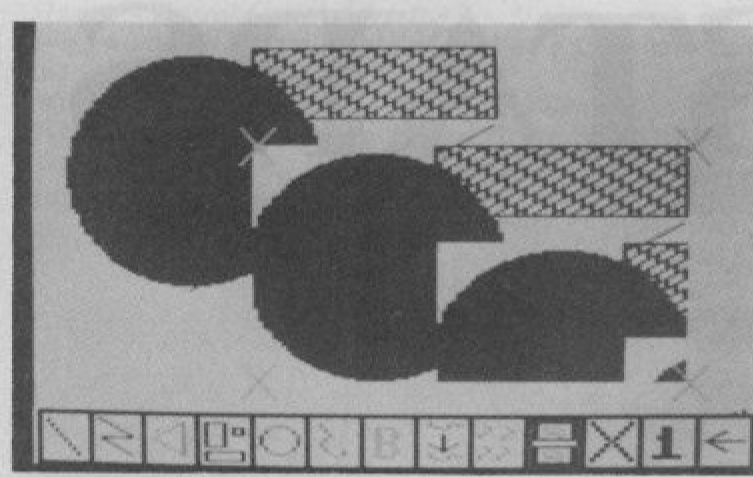
Changing colours is simplicity itself. In fact, it's probably the nearest you'll get to real painting. You can really splash the colours around and control the lightpen as you would a real brush. Also effective is the spray mode, which will spray solid colours or textures.

Magnify mode works very well, allowing you to turn multicolour mode blocks on and off for more detailed work. It also lets you use the cursor keys to scroll around the screen.

Fill mode paints any enclosed shape with your chosen colour or texture. Cleverly, the programmer has managed to overcome the 'bleed' problem you get when filling on top of an area already filled — it works perfectly. On the minus side, fill doesn't always work well on complex shapes; it sometimes gives up leaving some areas blank. Fortunately you can rectify that by painting the blank space using the magnify mode.

Package comes complete with lightpen and instruction booklet.





Predefined areas of the screen can be moved around and copied.

More advanced is the block mode. You define the area you want to move or copy inside a rectangle and then move it to the desired position. Sadly, there's no provision for rotating, stretching or producing a mirror image. But there is a 'kaleidoscope' mode in which everything you draw is mirrored both vertically and horizontally.

To its detriment, Picasso's Revenge is lousy for drawing geometrically, say, technical plans or layouts. Its shape functions have no 'elastic' lines and there's no display of x and y co-ordinates for plotting points accurately. Moreover, the program works in multicolour and not in hi-res mode.

You can save your drawing to disk and print it out by choosing one fo the printers listed on the menu option. Output is from the serial port and you must make sure any interface adaptor you're using is in 'transparent' mode.

The manual is a little confusing on datafiles but it does point out that since pictures are saved as program files, you'll be able to incorporate them into your own programs. A program listing is given in the manual which will load and display the picture without Picasso's Revenge being present, by changing pointers for the bitmap and the video matrix.

In conclusion, *Picasso's Revenge* scores highly on easy of use, and is very well suited for freehand drawing. But it is much less at home when called upon to do precise and geometric designs. So if you just want to doodle, this package can be really good fun. And it has the bonus of letting you print out your work. Just think, Picasso could have made thousands of copies of his work — good job he couldn't.

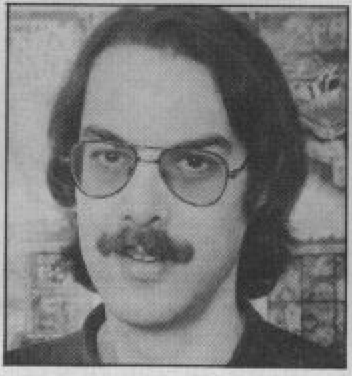
- **Picasso's Revenge**
- **64/128**
- **Precision Software Tel: 01-330 7166**
- **Price: £29.99 (disk only)**

CHRISTMAS WITH THE STARS

What do all the programmers do at Christmas? Are they rivetted to their seats or do they actually unwind a little? Get drunk and fall over, put up Chrimbo decorations on their border screens and stuff themselves stupid at dinner time?

We asked a selection of the country's top men and women just what they'll be up to this year and as usual got a load of unprintable replies which we had to edit and make up ourselves (don't tell them that — Ed). *No, we didn't, anyway only half were too disgusting for words.*

Rob Hubbard



Much sought after freelance music and effects programmer. Many original pieces including Commando and Prokofiev intepretation on Sanxion. Currently working on Dragon's Lair II.

What do you like about Christmas?
Getting my free subscription to Commodore User (hint, hint).
What do you hate about Christmas?
Having to play Christmas tunes for people.
What are you doing this Christmas?
Getting as far away from computers as possible.
What's your favourite part of the Christmas dinner?
The smell!
What was the best pressie you got?
a) In a cracker.
Tea bags (that'll mean a lot to people on the hacking circuit).
b) Ever.
The Commodore Amiga I got from you ha ha!
It's better to give than to receive, so what's the nicest present you ever gave?
Virginity — no that's too naughty.
Who would you most like to kiss under the mistletoe?
The Leather Godess.
What programme do you turn off at Christmas on TV?
Ceefax or cricket.
Who would you never dream of sending a Christmas card to?
Roland Rat
Who do you know who would best fit the character of Scrooge?
British Telecom

Dave Collier



Dave was responsible for one of the year's best conversions, Green Beret and before that Rambo. He's currently completing Terra Cresta.

What do you like about Christmas?
I don't.
What do you hate about Christmas?
Everyone's expected to buy presents for everyone — you should give presents for the right reason.
What are you doing this Christmas?
Working — but on what I'm not telling you yet.
What's your favourite part of the Christmas dinner?
I'm a Yorkshire pudding man myself — I'm having roast beef this Christmas.
What was the best pressie you got?
a) In a cracker.
Do you ever get anything worth having?
b) Ever.
I bought a great electronic drill once.
It's better to give than to receive, so what's the nicest present you ever gave?
I bought the wife a smart gold watch.
Who would you most like to kiss under the mistletoe?
Martin Galway
What programme do you turn off at Christmas on TV?
3-2-1. That gets turned off at anytime of the year.
Who would you never dream of sending a Christmas card to?
Julian Rignall — 'cos he never gives a good review.
Who do you know who would best fit the character of Scrooge?
Colin Storkes — marketing man at Ocean. He does the wages for the programmers.



Anita Sinclair

Boss of Magnetic Scrolls, the company responsible for the truly mindblowing Pawn. She's currently directing operations on Guild of Thieves the sequel, and a host of other adventures for '87.

What do you like about Christmas?
I don't like Christmas.
What do you hate about Christmas?
I hate all the hype — and no one puts out a stocking for me anymore.
What are you doing this Christmas?
I'm going to the South of France — I've spent most of my life there.
What's your favourite part of the Christmas dinner?
The gravy (the non-lumpy stuff).
What was the best pressie you got?
a) In a cracker.
Miniature pack of cards.
b) Ever.
An IBM compatible Xmas tree — it lit up when you talked to it.
It's better to give than to receive, so what's the nicest present you ever gave?
I gave my sister a saddle for her horse.
Who would you most like to kiss under the mistletoe?
Eugene Lacey — now there's a wind-up.
What programme do you turn off at Christmas on TV?
Either "The Sound of Music" or the Queen's speech.
Who would you never dream of sending a Christmas card to?
Commodore User's printers — for cocking up our Pawn picture.
Who do you know who would best fit the character of Scrooge?
Ed Williams — head of British Telecom (soft).

Chris Butler

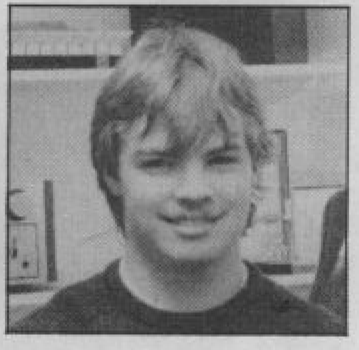
Freelance programmer, currently working for Elite. Already has two massive hits on his hands with Ghosts 'n' Goblins and Commando. Currently working on conversion of Space Harrier.

What do you like about Christmas?
The Royalties from a Christmas release.
What do you hate about Christmas?
Deadline dates.
What are you doing this Christmas?
Trying to finish Space Harrier in time.
What's your favourite part of the Christmas dinner?
The wishbone — (and wishing I'd never started that game in the first place).
What was the best pressie you got?
a) In a cracker.
A Space Harrier machine.
b) Ever.
Bottle of Brut 33 aftershave.
It's better to give than to receive, so what's the nicest present you ever gave?
A signed Christmas card.
Who would you most like to kiss under the mistletoe?
Kate Bush.
What programme do you turn off at Christmas on TV?
Night Thoughts.
Who would you never dream of sending a Christmas card to?
Elite's accounts dept.
Who do you know who would best fit the character of Scrooge?
Nigel Lawson.

Bob Armour

Gremlin programmer: Pentangle, currently working on US Gold's eagerly awaited Gauntlet conversion.

What do you like about Christmas?
Snowball fights, especially against Rod Cousens.
What do you hate about Christmas?
Repeats on TV like 'The Sound of Music' and Andrew Braybrook's latest game.
What are you doing this Christmas?
If I can borrow Geoff's Ferrari, about 190 m.p.h.
What's your favourite part of the Christmas dinner?
Jeff Minter's giblets (we all know that he's a turkey).
What was the best pressie you got?
a) In a cracker.
A Ferrari Tesstarossa (hint! hint!).
b) Ever.
An authographed photo of myself.
It's better to give than to receive, so what's the nicest present you ever gave?
A subscription to Commodore User for my grannie!!
Who would you most like to kiss under the mistletoe?
Dandy!!
What programme do you turn off at Christmas on TV?
Harvey's Bristol Cream adverts.
Who would you never dream of sending a Christmas card to?
Myself. I'm not as vain as Tony Crowther.
Who do you know who would best fit the character of Scrooge?
Jon Dean of Activision.



Martin Galway

Ocean's resident sounds man has put his tunes on just about every Ocean game so far and is currently working on material for all their Christmas releases.

What do you like about Christmas?
Pressies!
What do you hate about Christmas?
All those holiday adverts on TV.
What are you doing this Christmas?
Staying at home writing 'Galaga' on the Amiga.
What's your favourite part of the Christmas dinner?
Chicken's eyeball & cow's rear-knee soup (we always eat Chinese at Christmas you know).
What was the best pressie you got?
a) In a cracker.
A "party-time accessories Ltd" blonde stick-on moustache.
b) Ever.
A bottle of "miracle hair restorer" — but I dropped it and it smashed.
It's better to give than to receive, so what's the nicest present you ever gave?
Last year I gave my cousin Patrick a load of Ocean games — that's nice isn't it! (Wonder where I got those from?)
Who would you most like to kiss under the mistletoe?
Any of our office girls at Ocean 'cos they're all gorgeous.
What programme do you turn off at Christmas on TV?
Usually "The Towering Inferno", "Earthquake", "The Wizard of Oz" and any other cliched disaster films.
Who would you never dream of sending a Christmas card to?
You, 'cos you're always spelling my name wrong! (But I might try it this year)
Who do you know who would best fit the character of Scrooge?
Whoever put that ridiculous price tag on the Amiga.

C16/PLUS 4

QUALITY GAMES FOR QUALITY COMPUTERS

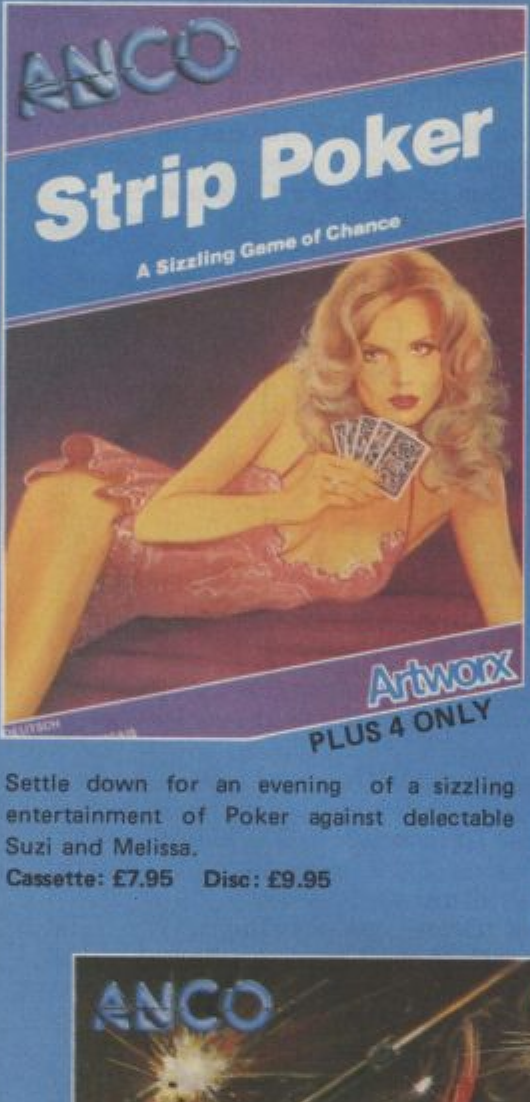




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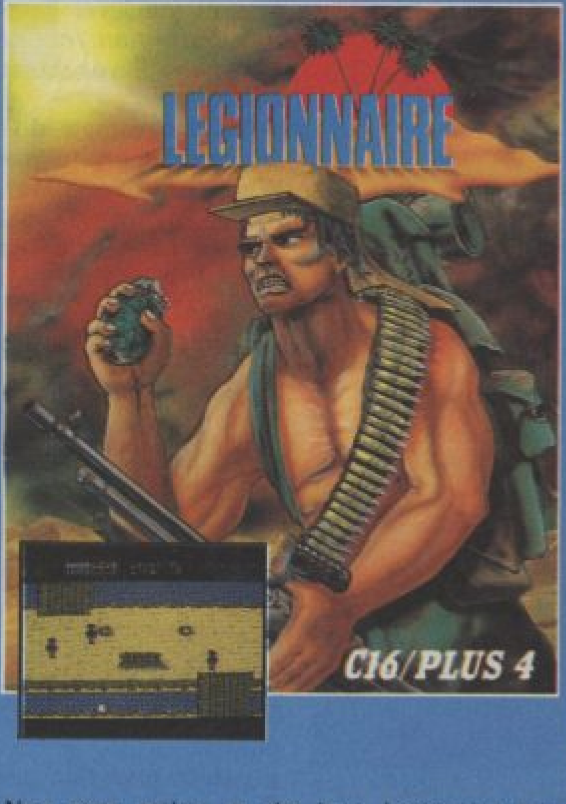
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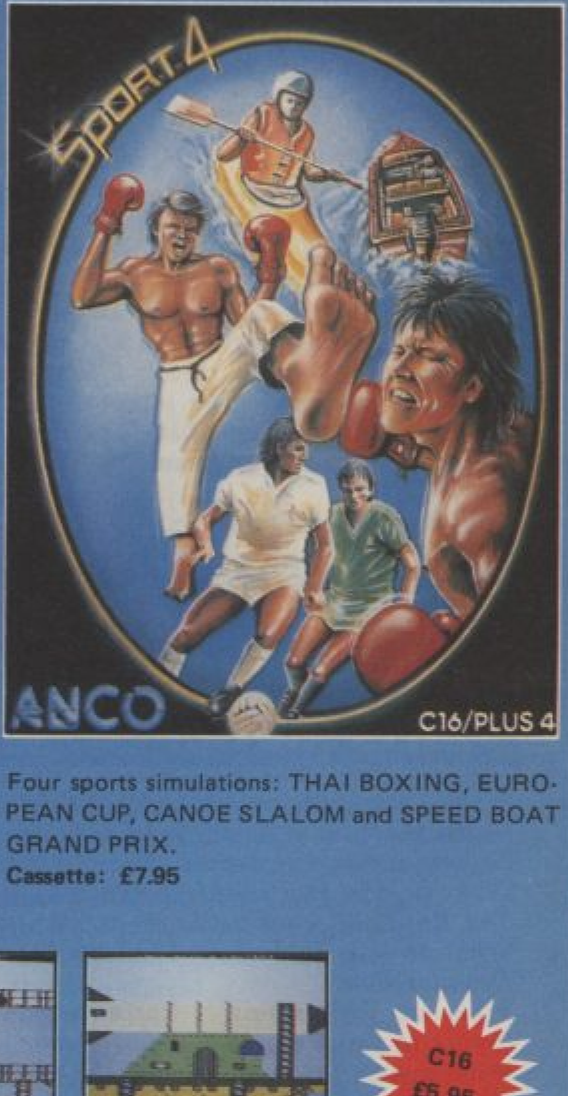
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Non stop action as the lone Legionaire surrounded by marauding tribesmen fights his way to the fort over eight sectors of scrolling desert background.

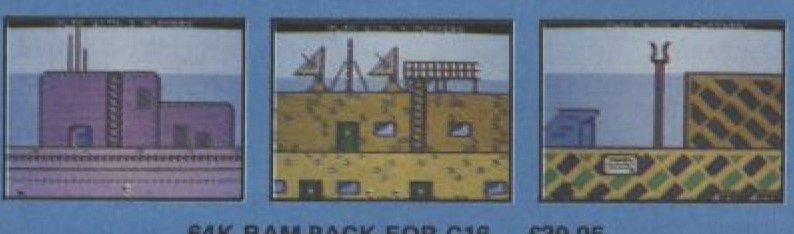
Cassette: £7.95



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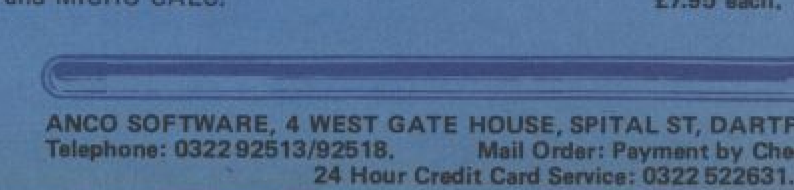




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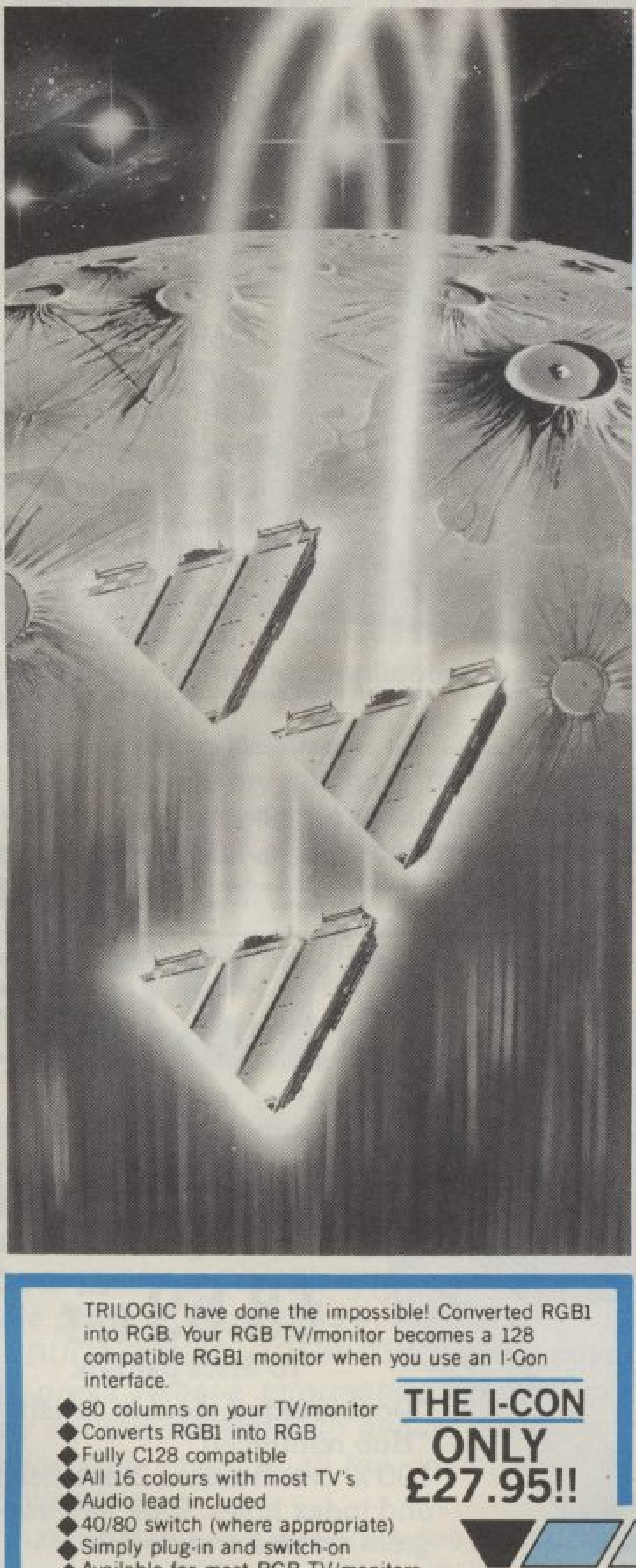
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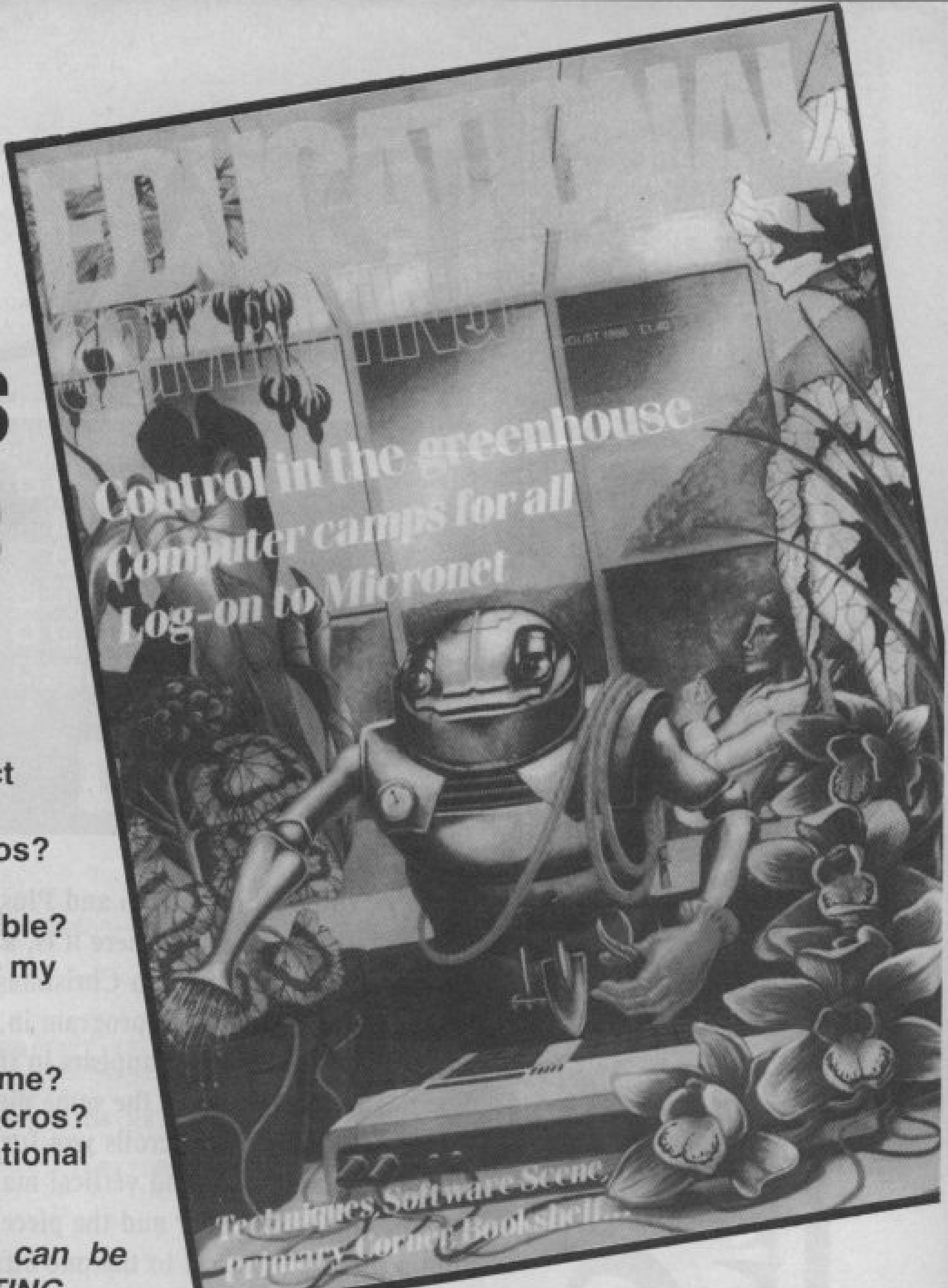
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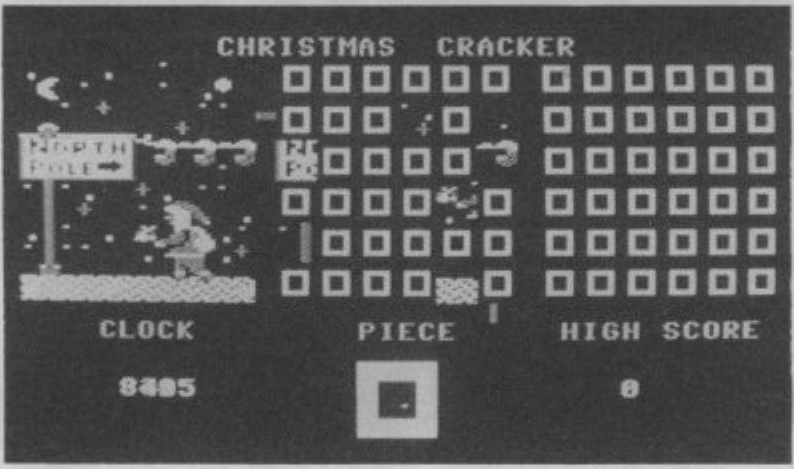
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EDUCATIONAL COMPUTING

CHRISTMAS CRACKER



for the C16 and Plus/4

by
FRANK BINGLEY

We couldn't let you 16 and Plus/4 owners suffer Christmas Day telly without a festive type-in. So here it is, a cracker — a Christmas Cracker. You have to arrange 36 pieces to form a Christmassy picture.

When you've typed the program in, you'll see three grids on the screen. Press '£' and the complete picture appears in the left-side grid. The '=' sign makes it disappear again. You have to make the same picture in the middle grid.

Place the pieces ('Z' scrolls you forward and 'X' back) by using the cursor keys to line up the horizontal and vertical marker on the middle grid. When you've chosen the square, hit the spacebar and the piece appears in that square. Carry on until you've built a picture identical to the one on the left. When you've finished, press '*' and the grid on the right will show you how many pieces you got right.

The quicker you do it, the higher will be your score. But it goes down whenever the left-side picture is revealed. So the idea is to view it, try to memorise and then hide it again. To recap on the instructions, simply press 'I' when you see the title screen.

```
10 POKE56,59:POKE52,59:CLR:TRAP440
20 DIMU$(36),P$(37),PZ$(37):XX=3606:YY=3125:X1=14:Y1=1:QX=1:QY=0:T=0
30 PRINT"(CLR)INITIALISING":IFPEEK(15577)=3THEN80
40 POKE1176,44:FORA=0TO127*8:POKE15360+A,PEEK(53248+A):NEXT
50 CH=0:FORA=15576TO15743:READD:POKEA,D:CH=CH+D:NEXT
60 FORA=15872TO16119:READD:POKEA,D:CH=CH+D:NEXT:FORA=1TO252
70 READD:CH=CH+D:NEXT:IFCH<>101023THENPRINT"DATA ERROR":POKE15577,0:STOP
80 POKE65287,PEEK(65287)OR16:POKE65298,PEEK(65298)AND251:POKE65299,60
90 POKE65303,113:COLOR3,3:COLOR4,1:COLOR0,1:COLOR1,11,3:PRINT"(CLR)(DOWN)(DOWN)(
DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)"
100 FORA=1TO36:P$(A)="":NEXT:F$=CHR$(157)+CHR$(157)+CHR$(17)
110 RESTORE1020:FORA=1TO36:FORB=1TO4:READD:IFD<32THEND=D+64:GOTO130
120 IFD>63THEND=D+32
130 P$(A)=P$(A)+CHR$(D):NEXTB,A
140 FORA=1TO36:P$(A)=LEFT$(P$(A),2)+F$+RIGHT$(P$(A),2):NEXTA
150 P$(0)="(WHT)⊓(DOWN)(LEFT)(LEFT)⊔":GOSUB650:PRINT"(LRED)(CLR)"
160 CHAR,10,7,"(GRN)CHRISTMAS+++CRACKER":CHAR,18,10,"BY":CHAR,13,12,"FRANK+BINGL
EY"
170 IFT=0THENGOSUB690
180 FORA=0TO36:U$(A)="":NEXT:FORQ=1TO1000:NEXT:IFA$="I"THENGOSUB750:GOSUB690
190 PRINT"(CLR)(HOME)";SPC(11)"(BLU)CHRISTMAS  CRACKER":S2=0
200 COLOR1,11,3:T=1:GOSUB400:PRINT"(HOME)":T=14:GOSUB400:PRINT"(HOME)":T=27:GOSU
B400
210 PRINTTAB(5)"(BLU)(DOWN)CLOCK"SPC(8)"PIECE"SPC(5)"HIGH SCORE(YEL)(DOWN)"
220 PRINTTAB(18)"ππππ":PRINTTAB(18)"π++π":PRINTTAB(18)"π++π":PRINTTAB(18)"ππππ"
230 PRINTSPC(5)"(UP)(UP)(UP)0":PRINTTAB(30)"(UP)";HS:COLOR1,11,3:CHAR,19,17,P$(0
):S=-1
240 GETA$:IFA$="Z"THENPP=PP-1:IFPP<0THENPP=36
250 IFA$="X"THENPP=PP+1:IFPP>36THENPP=0
260 S=S+1:PRINT"(YEL)":CHAR,5,17,STR$(S):COLOR1,11,3:CHAR,19,17,PZ$(PP)
270 IFS2=1THENS=S+9:SOUND1,800,2
280 IFA$="(DOWN)"THENGOSUB460
290 IFA$="(UP)"THENGOSUB490
300 IFA$="(RGHT)"THENGOSUB520
```

CHRISTMAS CRACKER

EASY ENTER

```
310 IFA$="(LEFT)"THENGOSUB550
320 IFA$="£"THENS2=1:GOSUB420
330 IFA$="="THENS2=0:PRINT"(HOME)":T=1:GOSUB400
340 POKEXX,118:POKEYY,121:IFA$=" "THENCHAR,X1,Y1,PZ$(PP):U$(QY*6+QX)=PZ$(PP)
350 IFA$="*"THEN370
360 FORQ=1TO10:NEXT:GOTO240
370 GOSUB580:IFCF=0THENPRINT:CHAR,0,20,"(WHT)YOU DID IT++++++++++":GOTO390
380 CHAR,0,20,"(WHT)TOUGH LUCK++++++++++"
390 PRINTTAB(10)"YOU SCORED "SC:FORQ=1TO2000:NEXT:GOSUB690:GOTO150
400 FORA=1TO6:PRINTTAB(T);:FORB=1TO6:PRINTP$(0)"(UP)";
410 NEXTB:PRINT:PRINT:NEXTA:RETURN
420 COLOR1,11,3:PRINT"(HOME)":X=1:FORA=1TO6:PRINT"(RGHT)";:FORB=1TO6:PRINTP$(X)'
(UP)";
430 X=X+1:NEXT:PRINT:PRINT:NEXTA:RETURN
440 POKE65287,PEEK(65287)AND239:POKE65298,PEEK(65298)OR4:POKE65299,208
450 PRINTERR$(ER),EL:END
460 POKEYY,32:YY=YY+80:IFYY=3605THENYY=3125
470 Y1=Y1+2:QY=QY+1:IFY1>12THENY1=1:QY=QY-6
480 RETURN
490 POKEYY,32:YY=YY-80:IFYY=3045THENYY=3525
500 Y1=Y1-2:QY=QY-1:IFY1<0THENY1=11:QY=QY+6
510 RETURN
520 POKEXX,32:XX=XX+2:IFXX>3616THENXX=3606
530 X1=X1+2:QX=QX+1:IFX1>24THENX1=14:QX=QX-6
540 RETURN
550 POKEXX,32:XX=XX-2:IFXX<3606THENXX=3616
560 X1=X1-2:QX=QX-1:IFX1<14THENX1=24:QX=QX+6
570 RETURN
580 CF=0:SC=0:FORA=1TO36:IFU$(A)=P$(A)THENSC=SC+500:GOTO600
590 CF=1:U$(A)=P$(0)
600 NEXTA:IFCF=0THENSC=SC+5000
610 SC=SC-INT(S/2):IFSC<0THENSC=0
620 IFSC>HSTHENHS=SC
630 T=27:PRINT"(HOME)":X=1:FORA=1TO6:PRINTTAB(T)"";:FORB=1TO6:COLOR1,11,3
640 PRINTU$(X)"(UP)";:X=X+1:NEXTB:PRINT:PRINT:NEXTA:RETURN
650 R$="":M$="":FORA=0TO36:R$=R$+CHR$(A+41):NEXT
660 FORA=1TO37:R=INT(RND(1)*(LEN(R$)))+1:M$=M$+MID$(R$,R,1)
670 R$=LEFT$(R$,(R-1))+RIGHT$(R$,(LEN(R$)-R)):NEX,
680 FORA=1TO37:PZ$(A-1)=P$(ASC(MID$(M$,A,1))-41):NEXT:RETURN
690 CHAR,9,24,"PRESS ANY KEY TO PLAY":GETA$:IFA$<>""THEN690
700 RESTORE1110:VOL8
710 READN1,N2:IFN2=-1THEN700
720 SOUND1,N1,N2*2:SOUND2,N1+3,N2*2:FORQ=1TO28*N2:NEXT
730 GETA$:IFA$<>""THENRETURN
740 GOTO710
750 RESTORE1170:PRINT"(CLR)(CYN)":FORA=1TO15:READD$:PRINTD$:NEXTA:RETURN
760 DATA 0,3,10,10,1,0,5,0,252,255,191,175,107,107,87,84
770 DATA 0,0,192,192,240,240,252,60,1,0,0,0,0,3,3,63
780 DATA 84,104,170,179,243,243,243,243,0,0,0,0,0,0,0
790 DATA 8,0,128,160,224,232,232,170,127,80,0,3,3,10,0,0
800 DATA 207,15,255,255,255,170,255,255,170,170,234,232,240,160,240,240
810 DATA 3,15,15,10,3,15,60,0,252,240,195,131,194,195,195,207
820 DATA 240,240,240,240,160,240,240,48,0,0,3,3,2,3,3,15
830 DATA 255,207,243,243,160,240,240,48,240,240,240,254,235,63,63,240
840 DATA 0,0,0,0,0,0,0,255,63,63,63,42,63,63,243
850 DATA 162,42,171,139,170,35,171,143,255,207,243,243,160,240,242,58
860 DATA 240,240,240,252,235,63,191,242
870 DATA 162,42,168,138,162,42,168,138,0,0,0,0,0,0,8,8
880 DATA 0,0,32,0,0,0,0,0,0,17,4,223,223,85,223
890 DATA 10,40,168,160,160,168,40,10,60,60,60,60,60,60,60,60
900 DATA 60,60,190,255,255,255,168,138,226,224,224,226,226,226,234,234
910 DATA 138,136,136,8,8,138,170,170,170,40,136,136,136,40,170,170
920 DATA 170,8,138,10,42,138,170,170,170,8,40,40,40,40,170,170
930 DATA 171,139,139,11,139,139,171,171,0,0,0,0,0,0,170,255
940 DATA 224,226,226,224,226,226,234,255,170,40,34,162,162,168,170,255
950 DATA 170,162,34,34,34,160,170,255,170,130,138,130,138,130,170,255
960 DATA 168,0,0,0,168,170,170,255,171,43,11,43,171,171,171,255
970 DATA 0,0,40,190,255,255,60,255,162,42,150,85,150,42,168,138
980 DATA 80,5,0,0,0,0,0,36,166,85,14,15,15,175,255
990 DATA 255,60,0,0,0,0,0,0,40,85,0,0,0,0,0,32,168,168,168,32,0,0,0,0
```

CRACKER CHRISTMAS

```
1000 DATA 48,48,252,48,48,0,0,0,0,0,0,0,168,138
1010 DATA 127,80,0,3,3,10,0,0,255,255,255,255,255,255,255,255
1020 DATA 65,32,32,68,32,32,32,66,65,32,32,32,32,66,32,66
1030 DATA 32,32,32,65,32,32,90,32,32,32,77,84,66,32,77,77
1040 DATA 91,32,77,77,32,32,65,32,32,66,91,32,66,32,32,32
1050 DATA 71,72,78,79,73,74,80,81,75,76,82,83,86,87,32,88
1060 DATA 89,87,32,88,89,87,66,88,66,69,32,69,66,65,32,91
1070 DATA 32,32,32,32,91,65,66,27,32,66,28,29,66,32,32,65
1080 DATA 65,69,66,69,66,32,66,66,65,32,32,32,67,30,65,93
1090 DATA 31,33,35,36,65,66,65,91,92,70,85,64,92,92,64,64
1100 DATA 92,92,85,64,92,92,64,64,46,47,64,64,92,92,64,85
1110 DATA 854,6,854,6,854,12,1015,1,854,6,854,6,854,12,1015,1,854,6,881,6
1120 DATA 810,6,834,6,854,18,864,6,864,6,864,6,864,6,864,6
1130 DATA 854,6,854,6,854,6,854,6,834,6,834,6,854,6,834,18
1140 DATA 854,6,854,6,854,12,1015,1,854,6,854,6,854,12,1015,1,854,6,881,6
1150 DATA 810,6,834,6,854,18,864,6,864,6,864,6,864,6,864,6
1160 DATA 854,6,854,6,854,6,881,6,881,6,864,6,834,6,810,18,1015,100,-1,-1
1170 DATA"++++++++++++++INSTRUCTIONS",""
1180 DATA"+++TRY TO PUT TOGETHER THIS CHRISTMAS"
1190 DATA"++++PICTURE USING THE FOLLOWING KEYS",""
1200 DATA"+++++++ASTERISK+++END GAME","++++++++++SPACE+++PLACE PIECE ON GRID"
1210 DATA"++++++++++++++Z+++ROTATE PIECES BACKWARD"
1220 DATA"++++++++++++++X+++ROTATE PIECES FORWARD"
1230 DATA"+++++POUND SIGN+++VEIW PICTURE","+++++EQUAL SIGN+++HIDE PICTURE"
1240 DATA"++++CURSOR KEYS+++PLOT X AND Y POSITIONS",""
1250 DATA"+10 POINTS PER SECOND LOST FOR TIME"
1260 DATA"100 POINTS PER SECOND LOST WHEN VIEWING++PICTURE"
```

EASY ENTER

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Control Codes

(UP)	press cursor up key
(DOWN)	press cursor down key
(LEFT)	press cursor left key
(RGHT)	press cursor right key
(HOME)	press HOME key
(CLR)	press SHIFT/HOME
(INST)	press SHIFT/DELETE
(RVS)	reverse on
(OFF)	reverse off
(F1)etc	press function key indicated
($130)	flash on (16 and Plus/4)
($132)	flash off (16 and Plus/4)

Colour Codes

(BLK)	press CTRL and 1
(WHT)	press CTRL and 2
(RED)	press CTRL and 3
(CYN)	press CTRL and 4
(PUR)	press CTRL and 5
(GRN)	press CTRL and 6
(BLU)	press CTRL and 7
(YEL)	press CTRL and 8
(ORNG)	press CBM and 1
(BRN)	press CBM and 2
(LRED)	press CBM and 3
(GRY1)	press CBM and 4
(GRY2)	press CBM and 5
(LGRN)	press CBM and 6
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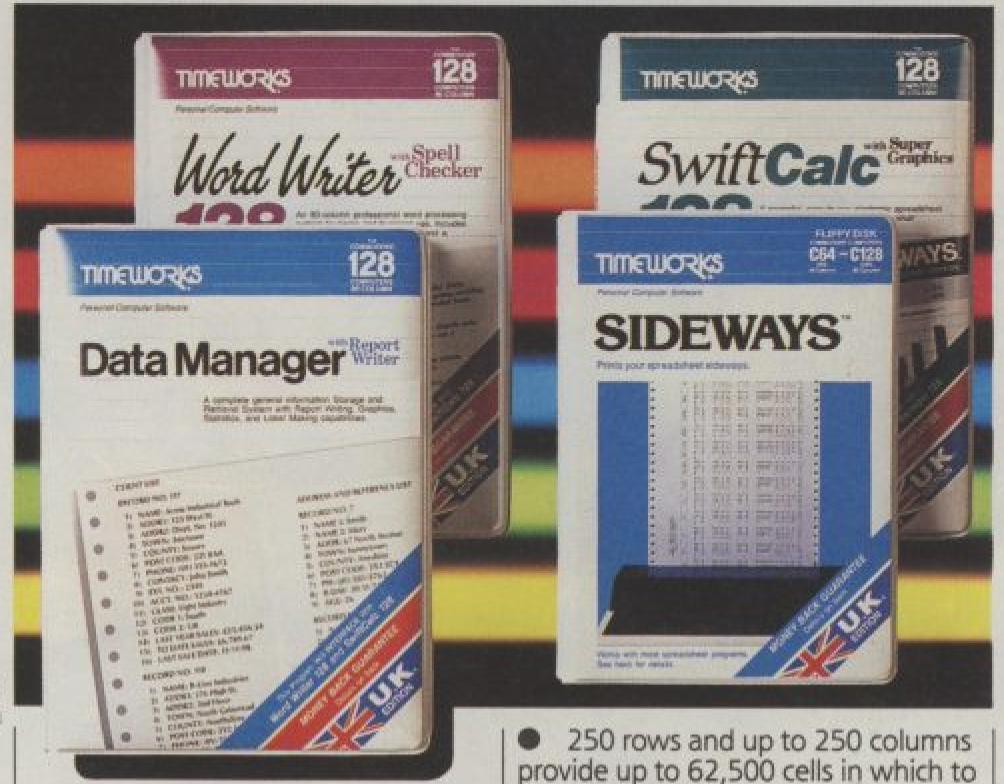
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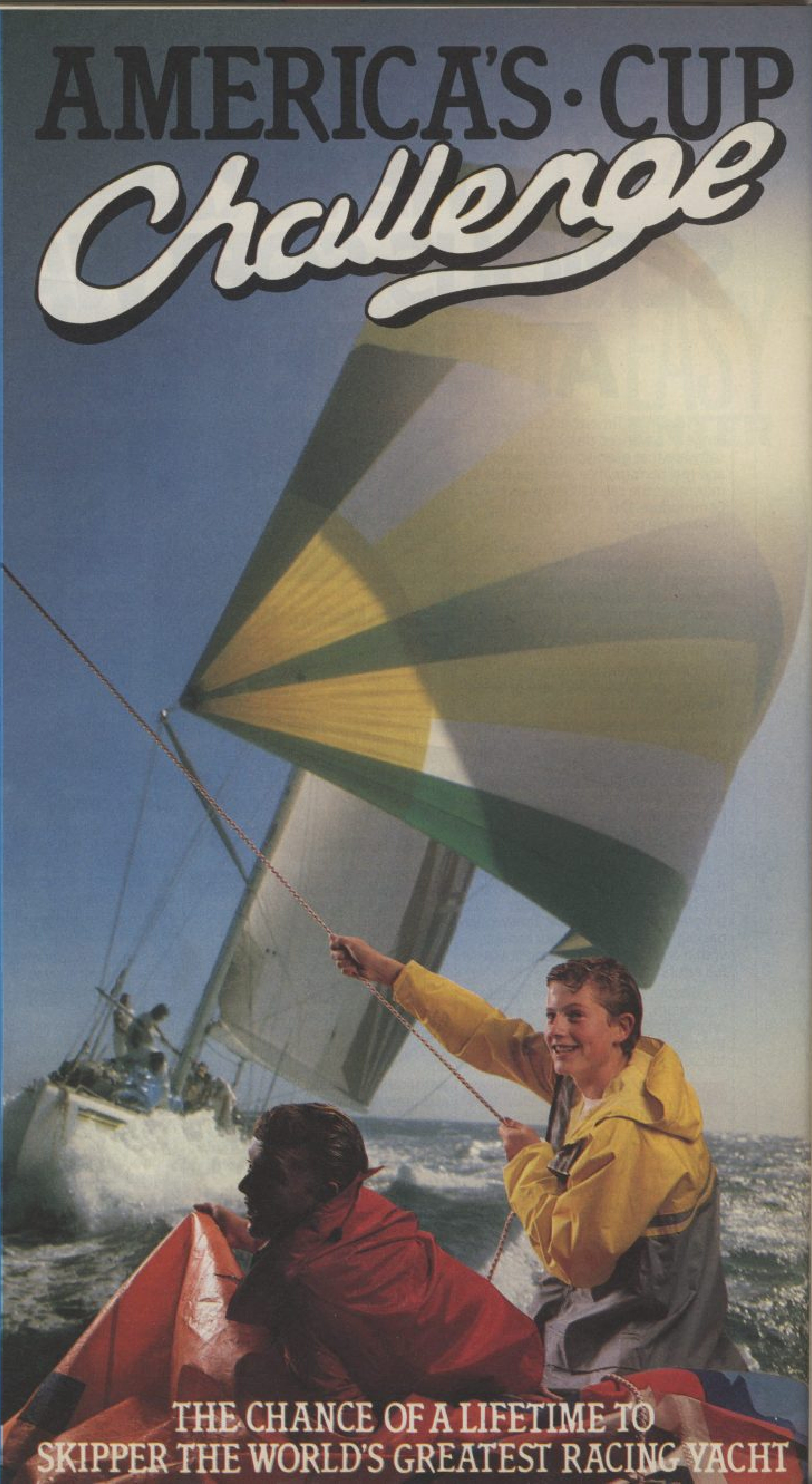




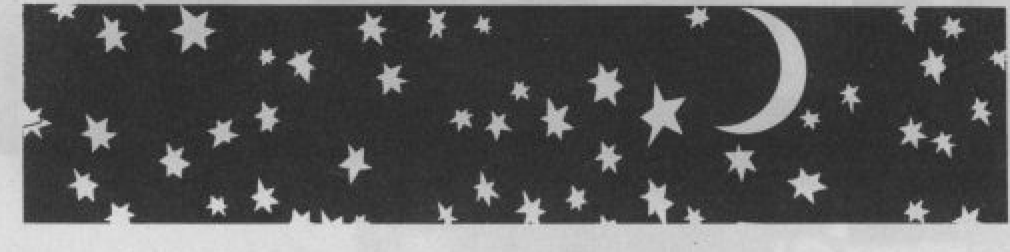


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Christmas Eve for the 64/128

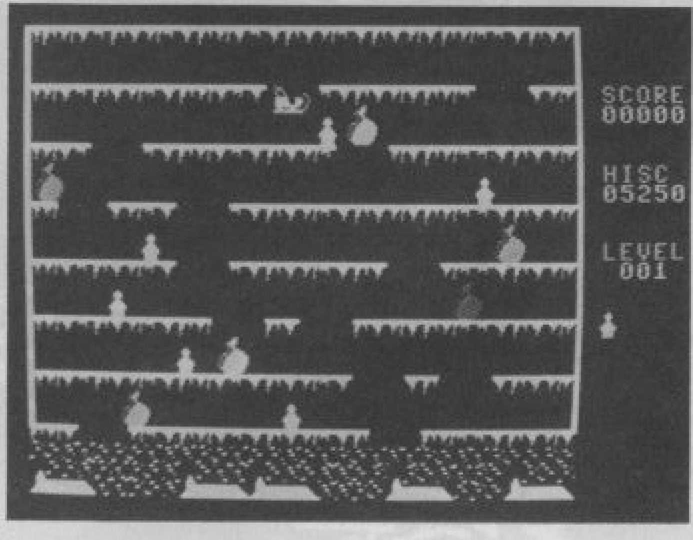


by Sandy Munro

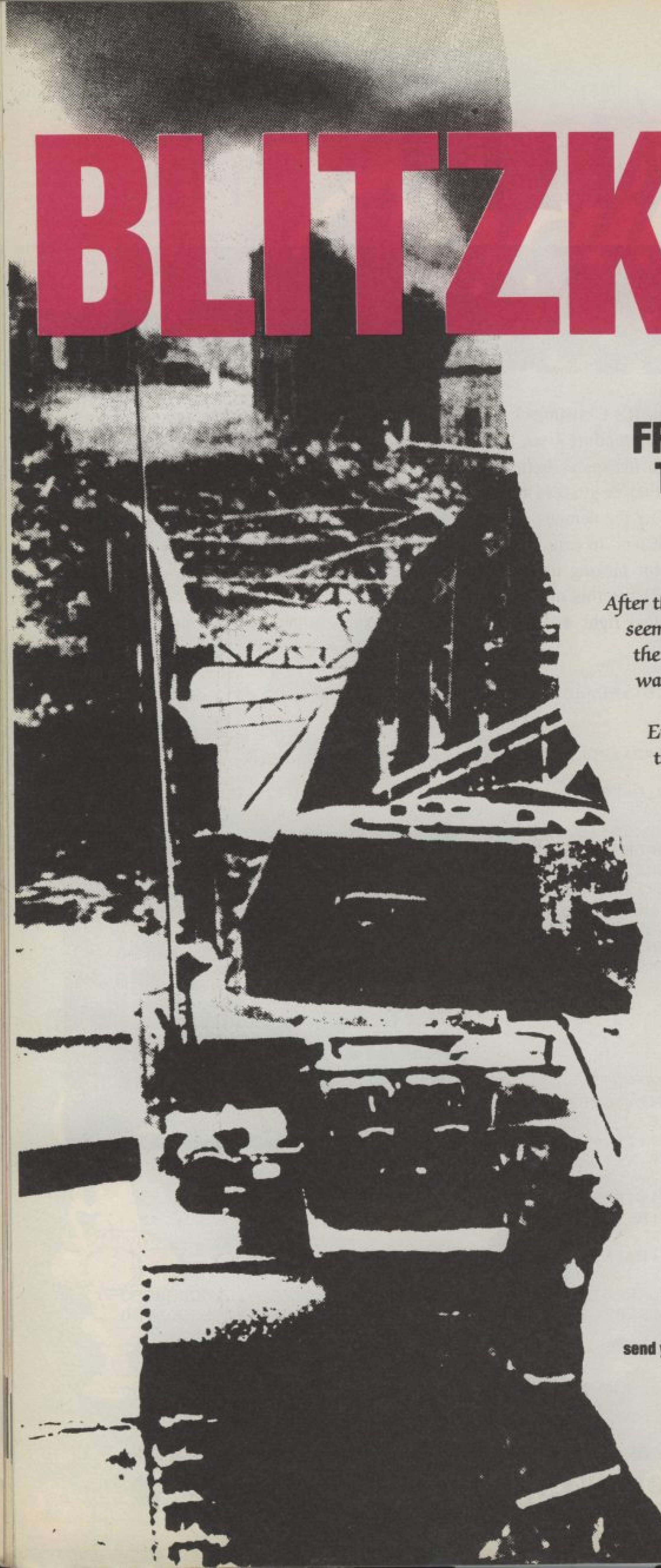
Are you sitting comfortably? Then I'll begin. It's Christmas Eve and Santa's reindeer have gone missing — they sneaked out whilst he was reading Commodore User. So the silly old Duffer's got to go out and find them, leaving you to deliver all the presents on his spare (battery operated) sleigh.

But the presents are located in the maze and they're guarded by ice demons. Your job is to steer your way through the maze and collect them, whilst zapping the demons. Not having Duracells, the sleigh tends to sink of its own accord so you need to use its 'snow thrusters' to gain height. You'll get extra lives on completing the 2nd, 4th and 6th screens and you get more points for picking up sacks of pressies further down the screen.

By the way, you'll need a joystick (in port 2) for this one. The controls are:
Joystick left — move left ● Joystick right — move right ● Joystick down — fire snow bullets ● Fire button — fire snow thrusters.




```
5 POKE53269,0:PRINT"(CLR)"CHR$(8):POKE53280,0:POKE53281,0:GOTO9000
10 GOSUB2500
15 GOSUB2000
20 GOSUB4000:PRINT"(CLR)"CHR$(142):POKE53272,28
25 CS=253:GOSUB5000
30 X=30:Y=50::POKEV,X:POKEV+1,Y:P=PEEK(V+30):P=PEEK(V+31):POKEV+21,CS
100 REM *** MAIN LOOP ***
105 IF(PEEK(56320)AND16)=0THENPOKES+18,129:U=U-.15
110 IF(PEEK(56320)AND16)<>0THENPOKES+18,128
115 IF(PEEK(56320)AND4)=0THENPOKE2040,255:X=X-3
120 IF(PEEK(56320)AND8)=0THENPOKE2040,254:X=X+3
125 POKEV,X:POKEV+1,Y:IFY>=203THEN600
140 IF(PEEK(56320)AND2)=0THENGOSUB305
150 C=PEEK(V+31):IF(CAND1)=1THEN500
155 D=PEEK(V+30):IF(DAND1)=1THENGOSUB410
160 U=U+E:IFU>1THENU=1
162 IFU<-1THENU=-1
165 Y=Y+U
170 GOTO105
300 REM *** SNOW BULLET ***
305 B=Y+14:POKEV+3,B:IFPEEK(2040)=255
THENA=X-6:POKEV+2,A:POKEV+21,CS+2:GOTO335
310 A=X+16:POKEV+2,A:POKEV+21,CS+2
315 POKEV+2,A:Z=(PEEK(V+31)AND2):IFZ=2THEN350
320 A=A+4:IFA>255THENPOKEV+21,CS:RETURN
325 GOTO315
335 POKEV+2,A:Z=(PEEK(V+31)AND2):IFZ=2THEN350
340 A=A-4:IFA<26THENPOKEV+21,CS:RETURN
345 GOTO335
350 POKEV+21,CS:A=INT((A-24)/8):B=INT((B-50)/8):FORI=0TO2:FORJ=0TO1
356 PP=1024+(A+I)+(B+J)*40
358 IFPEEK(PP)=70THENGOSUB930:POKEPP,32:POKEPP+40,32:I=2:J=2:SC=SC+10:GOSUB950
360 IFPEEK(PP)=71THENGOSUB930:POKEPP,32:POKEPP-40,32:I=2:J=2:SC=SC+10:GOSUB950
362 NEXT:NEXT:RETURN
400 REM *** COLLECT SACK ***
410 FORI=2TO7:P=PEEK(V+30)
415 IFP=1+(2↑I)THENCS=CS-(2↑I):GOSUB920:POKEV+21,CS:SC=SC+(2↑I)*4:I=7:GOSUB950
420 NEXT:RETURN
500 REM *** CRASH SEQ. ***
```



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STEPS

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```
505 GOSUB900:POKES+18,0:U=0
510 T%=RND(1)*7:POKE53270,T%+2:POKE53265,24+T%:POKEV+39,T%+1:Y=Y+3
515 IFY<255THENPOKEV+1,Y:GOTO510
520 POKE53270,200:POKE53265,27:POKEV+39,1:U=0:POKEV+21,CS-1:FORI=1TO2000:NEXT
525 IFLI>0THENLI=LI-1:GOSUB990:GOTO30
532 PRINT"(HOME)(WHT)":FORI=1TO22:PRINTTAB(32)"        ":NEXT:FORI=1TO11
534 PRINTLEFT$(CD$,I+1)TAB(33)"GAME":PRINTLEFT$(CD$,24-I)TAB(33)"OVER":NEXT
536 FORI=1TO10:PRINTLEFT$(CD$,I+1)TAB(33)"    "
538 PRINTLEFT$(CD$,24-I)TAB(33)"    ":NEXT:FORI=1TO2000:NEXT:FORI=10TO1STEP-1
540 PRINTLEFT$(CD$,I+1)TAB(33)"GAME":PRINTLEFT$(CD$,24-I)TAB(33)"OVER":NEXT
542 FORI=11TO1STEP-1:PRINTLEFT$(CD$,I+1)TAB(33)"    "
546 PRINTLEFT$(CD$,24-I)TAB(33)"    ":NEXT:POKEV+21,0:PRINT"(CLR)":IFSC>HITHENHI
=SC
548 FORI=1TO1000:NEXT:GOTO15
600 REM *** LEVEL END ***
605 IFCS>1THENY=203:GOTO100
610 GOSUB650:LE=LE+1:IFLE>6THENLE=6
615 LV=LV+1:E=E+.02:IFE>.1THENE=.1
620 IFLV=3ORLV=5ORLV=7THENLI=LI+1:GOSUB990
625 GOTO25
650 FORI=1TO20*LE+LV:SC=SC+20:GOSUB950:NEXT:FORI=1TO2000:NEXT:U=0:RETURN
700 REM ** MUSIC **
705 POKES+3,15:POKES+2,15:POKES+5,12:POKES+6,1:FORI=0TO54:A=PEEK(49151+I*3+1)
715 B=PEEK(49151+I*3+2):C=PEEK(49151+I*3+3):IFC=3THENC=450:GOTO730
725 IFC=4THENC=575
730 POKES+1,A:POKES,B:POKES+4,64:POKES+4,65:IF(PEEK(56320)AND16)=0THENRETURN
760 FORJ=1TOC:NEXTJ,I:GOTO4200
900 REM *** SOUND EFFECTS ***
905 POKES+4,128:POKES+5,13:POKES+6,1:POKES+1,2:POKES,37:POKES+4,129:RETURN
920 POKES+4,64:POKES+5,11:POKES+6,1:POKES+3,200:POKES+2,1:POKES+1,8:POKES,147
925 POKES+4,65:RETURN
930 POKES+4,128:POKES+5,23:POKES+6,0:POKES+1,244:POKES,103:POKES+4,129:RETURN
950 REM *** PRINT SCORE ETC ***
960 PRINT"(HOME)(DOWN)(DOWN)(DOWN)(CYN)"
962 A$=MID$(STR$(SC),2,LEN(STR$(SC))):SC$=LEFT$("000000",6-LEN(STR$(SC)))
964 SC$=SC$+A$:PRINTSPC(33)SC$:RETURN
970 PRINT"(HOME)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(CYN)"
972 A$=MID$(STR$(HI),2,LEN(STR$(HI))):HI$=LEFT$("000000",6-LEN(STR$(HI)))
974 HI$=HI$+A$:IFTS=1THENRETURN
976 PRINTSPC(33)HI$:RETURN
980 PRINT"(HOME)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOW
N)(CYN)"
982 A$=MID$(STR$(LV),2,LEN(STR$(LV))):LV$=LEFT$("000",4-LEN(STR$(LV)))
984 LV$=LV$+A$:PRINTSPC(34)LV$:RETURN
990 PRINT"(HOME)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOW
N)(DOWN)(DOWN)(DOWN)(CYN)"SPC(33)LEFT$(LI$,LI*5)" (DOWN)(LEFT)  ":RETURN
2000 REM *** VÅRAIBLES ***
2010 A=0:B=0:E=.02:U=0:LE=1:LV=1:LI=2:SC=0:ZZ=FRE(I):RETURN
2500 HI=5250:V=53248:S=54272:POKEV+27,254:CD$="(HOME)(DOWN)(DOWN)(DOWN)(DOWN)(DO
WN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN
)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)"
2505 SN$="?>♠-?♠>-♠?>♠-♠?♠>-♠?♠>♠?>--♠?♠>♠>♠-♠?♠>>":POKEV+40,1:FORI=STOS+24
2510 POKEI,0:NEXT:POKES+24,15:POKES+19,32:POKES+20,128:POKES+15,4:POKES+14,73
2515 LI$="-(DOWN)(LEFT)|(UP)-(DOWN)(LEFT)|(UP)-(DOWN)(LEFT)|(UP)-(DOWN)(LEFT)|(U
P)-(DOWN)(LEFT)|":S$="(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)(RGHT)":RETURN
4000 REM *** TITLE SCREEN ***
4005 TS=1:GOSUB970:TS=0:POKE53272,20:PRINT"(CLR)"CHR$(14)
4010 PRINTS$"(YEL) ┌──────────────────────────┐"
4015 PRINTS$"|(RVS)    ¬HRISTMAS  ¬VE       (OFF)|":PRINTS$"|(RVS)oRITTEN BY ♦ANDY
\UNRO(OFF)|"
4022 PRINTS$"└──────────────────────────┘"
4025 PRINT"(DOWN)(CYN)      ┌──────────────────────────────────┐"
4030 PRINT"     |(RVS)|HE PRESENT HIGH SCORE IS "HI$" (OFF)|"
4035 PRINT"     └──────────────────────────────────┘"
4040 PRINT"(DOWN)(GRN) ┌──────────────────────────────────────────┐";
4045 PRINT"|(RVS)(C) ¬OPYRIGHT ♠.-.\. ♦OFTWARE 1986 (C)(OFF)|";
4050 PRINT"└──────────────────────────────────────────┘";
4190 CO=0:GOTO700
4200 CO=CO+1:IFCO=200THEN4190
```

Christmas Eve

EASY ENTER



I'M STUCK ON YOU!

Yes that's right, you! The big hunk reading this magazine.

I know you thought I was keen on those roboid macho men Laww and Jackson T. Kalliber, but I always had dreams of getting closer to a real man . . . Aah, the way you held your joystick, the way you nonchalantly flicked through the computer mags before decisively picking up the DECEMBER issue of COMPUTER & VIDEO GAMES.

I just know you won't be disappointed when you see me glinting superbly from the front cover of C & V G, what's more I'm completely FREE, along with 7 other great stickers.

I bet you're going to find interesting places to stick us all!

Bye for now, see you on November 18th at all good newsagents.

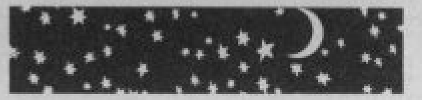
Melissa R.

COMPUTER +VIDEO GAMES

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```
4205 IF(PEEK(56320)AND16)=0THENRETURN
4210 GOTO4200
5000 REM *** SCREEN ***
5100 POKEV+21,0:Z=RND(-TI):PRINT"(CLR)(WHT)(DOWN)(DOWN)":FORI=1TO7:PRINTLEFT$(SN
$,32)"(DOWN)(DOWN)":NEXT
5110 PRINT"(HOME)(DOWN)(DOWN)":FORI=1TO7:II=(INT(RND(1)*27)+1)
5116 IFLE<3THENJJ=(INT(RND(1)*27)+1):IFJJ>(II-4)ANDJJ<(II+4)THEN5116
5118 PRINTSPC(II)"    (DOWN)(DOWN)":IFLE<3THENPRINT"(UP)(UP)(UP)(UP)":PRINTSPC(JJ
)"    (DOWN)(DOWN)"
5120 NEXTI:PRINT"(HOME)\"LEFT$(SN$,30)"/":FORI=1TO2:PRINT"┌"SPC(30)"┐":NEXT
5125 FORI=1TO6:PRINT"\"SPC(30)"/":FORJ=1TO2:PRINT"┌"SPC(30)"┐":NEXTJ,I
5200 REM *** OBJECTS ***
5205 Z=RND(-TI):PRINT"(HOME)(DOWN)(DOWN)(DOWN)":FORI=1TO6:FORJ=1TOLE
5216 II=(INT(RND(1)*27)+1):P=(1024+(3*I)*40+II)
5225 IFPEEK(P)=32ORPEEK(P+120)=32THEN5216
5226 IFPEEK(P+80)<>32THEN5216
5228 PRINTSPC(II)"-(DOWN)(LEFT)|(DOWN)":IFJ<>LE THENPRINT"(UP)(UP)(UP)(UP)"
5230 NEXTJ,I
5300 REM *** SACKS ***
5305 FORI=0TO5:Y(I)=77+(I*24):POKEV+5+(I*2),Y(I):X(I)=(RND(1)*230)+24
5315 POKEV+4+(I*2),X(I):NEXT:POKEV+21,252:FORI=0TO5:P=PEEK(V+31)
5320 IF(PAND(2↑(I+2)))=(2↑(I+2))THENGOSUB5950:GOTO5320
5325 NEXT
5800 PRINTLEFT$(CD$,23)"(WHT)──┐|──┐|──┐|──┐|──|┐|──┐|───               ";
5802 PRINT"└──┐|──┐└┐||└──────┘──┐|─┐└──        ";
5804 PRINT" ├ ╰||──┐├ ╰ ├ ╰───├ ╰──├ ╰";
5806 PRINT"(HOME)(DOWN)(DOWN)(DOWN)"SPC(33)"(GRN)SCORE":PRINT"(DOWN)(DOWN)(DOWN)
"SPC(33)"HISC"
5812 PRINT"(DOWN)(DOWN)(DOWN)"SPC(33)"(GRN)LEVEL":GOSUB960:GOSUB970:GOSUB980:GOS
UB990:RETURN
5950 P=PEEK(V+31):POKEV+4+(I*2),X(I)
5955 IFX(I)<128THENX(I)=X(I)-1
5956 IFX(I)<24THENX(I)=X(I)+100:RETURN
5960 IFX(I)>=128THENX(I)=X(I)+1
5961 IFX(I)>255THENX(I)=X(I)-100:RETURN
5965 RETURN
9000 IFPEEK(12784)=255ANDPEEK(12785)=255ANDPEEK(12786)=123THEN10
9005 POKE52,48:POKE56,48:CLR:POKE56334,PEEK(56334)AND254:POKE1,PEEK(1)AND251
9010 FORI=0TO511:POKE12288+I,PEEK(53248+I):NEXT:POKE1,PEEK(1)OR4
9015 POKE56334,PEEK(56334)OR1:POKE53272,28:FORI=0TO151:READA:POKE12784+I,A:NEXT
9050 FORI=255TO252STEP-1:FORJ=0TO62:READQ:POKEI*64+J,Q:NEXTJ,I:POKE2040,255
9055 POKE2041,253:FORI=0TO5:POKE2042+I,252:NEXTI:FORI=0TO164:READA
9060 POKE49152+I,A:NEXT:GOTO10
9100 REM *** CHR DATA ***
9102 DATA255,255,123,50,34,34,2,,255,255,118,98,98,64,64,64,255,255,120,72,8,,,
9106 DATA255,255,124,56,24,16,16,,131,,,48,,16,,12,48,2,,,24,,1,,192,,48,,12,,
9114 DATA192,,3,48,,24,,4,,128,,,,,24,60,60,24,60,126,255,255,126,126,126,30
9120 DATA30,31,31,31,63,127,255,,,255,255,255,255,255,255,,,255,255,255,255,255
9124 DATA255,,,224,240,248,252,254,255,,,,,,,12,12,255,255,238,230,228,228,228
9130 DATA224,255,255,247,103,71,71,7,7,224,224,224,224,224,224,224,224,7,7,7,7
9136 DATA7,7,7,7
9200 REM *** SPRITE DATA ***
9202 DATA,,,,,,,,,,,,,,,,,,,,,,,,128,,3,64,,4,128,16,8,128,32,9,,71,31,128,79
9204 DATA31,128,39,63,128,35,255,128,16,195,0,15,255,192,,,,,,,,,,,,,,,,,,,,,,
9208 DATA,,,,,,,32,,,88,,,36,,,34,1,,18,,128,63,28,64,63,30,64,63,156,128,63
9210 DATA248,128,24,97,,127,254,,,,,,,
9214 DATA24,,,60,,,24,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,
9218 DATA,,,,,,,,,,,,,,,,,,96,,,224,,3,224,,5,192,,2,192,,1,112,,2,252,,13,254
9220 DATA,19,255,,23,255,,23,255,,47,255,,47,254,,31,254,,15,252,,7,248,
9300 REM *** MUSIC ***
9305 DATA8,147,200,11,114,200,11,114,75,12,216,75,11,114,75,10,205,75,9
9310 DATA159,200,7,163,200,9,159,200,12,216,200,12,216,75,14,107,75,12,216
9315 DATA75,11,114,75,10,205,200,8,147,200,10,205,200,14,107,200,14,107,75
9320 DATA15,70,75,14,107,75,12,216,75,11,114,200,9,159,200,8,147,75,8,147
9325 DATA75,9,159,200,12,216,200,10,205,200,11,114,3,0,0,200,8,147,200,11,114
9330 DATA200,11,114,200,11,114,200,10,205,3,10,205,200,11,114,200,10,205,200,9
9335 DATA159,200,8,147,3,12,216,200,14,107,200,12,216,75,12,216,75,11,114
9340 DATA75,11,114,75,17,37,200,8,147,200,8,147,75,8,147,75,9,159,200,12
9345 DATA216,200,10,205,200,11,114,4
```

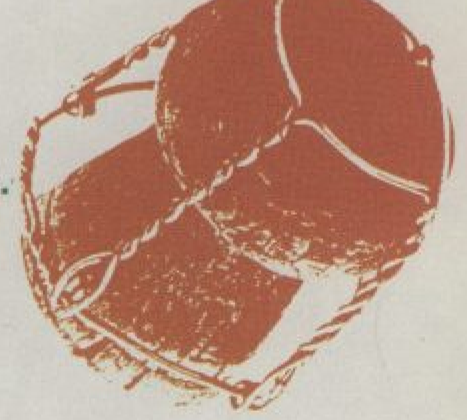
Christmas Eve



NEXT

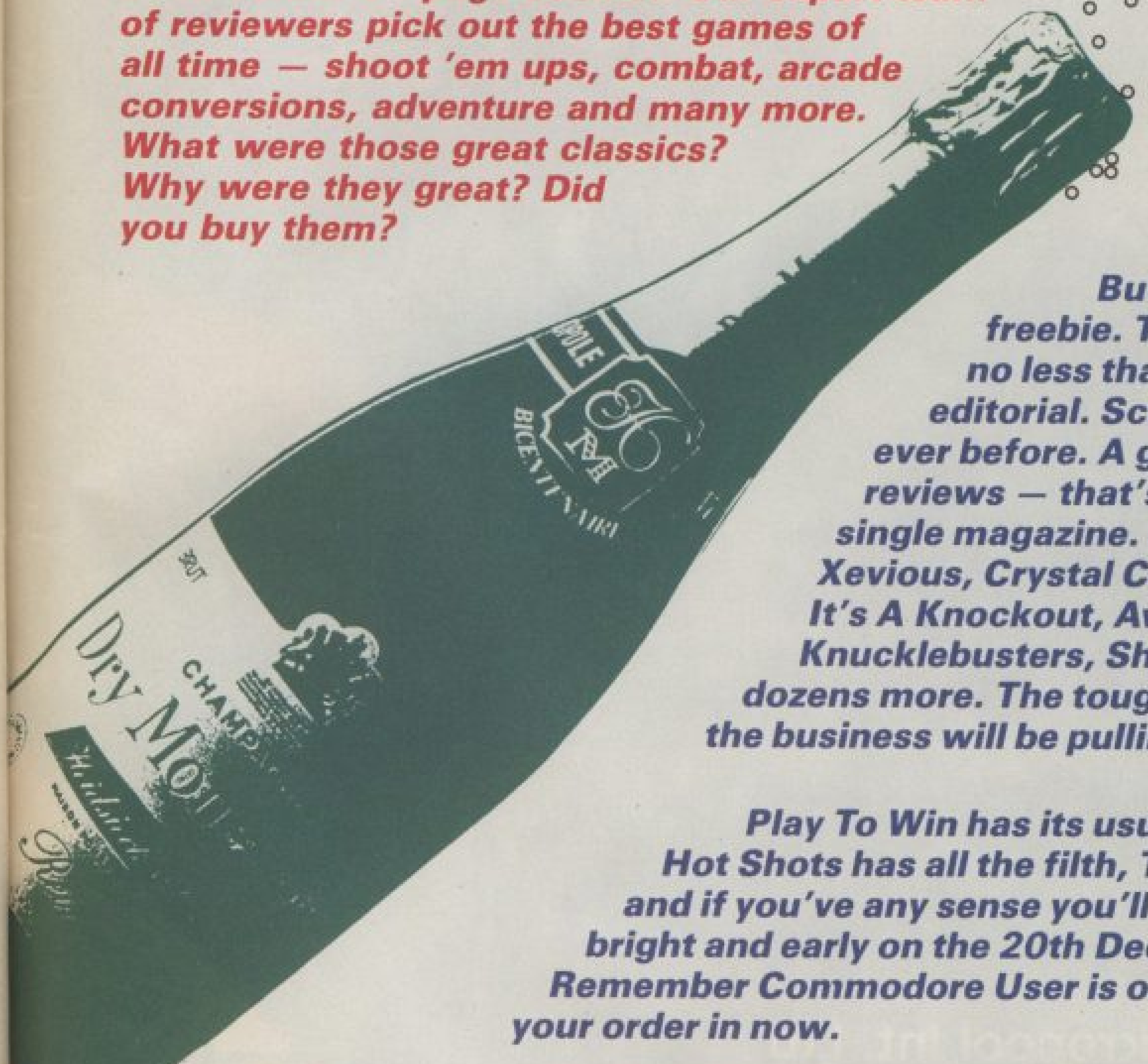
IT'S A CORKER!

Get some bubbly in now cos we've got something for you to celebrate, and I don't mean Christmas. The spirit of giving knows no bounds here at Commodore User. Regular readers have already benefitted from two free gifts in a row but — as the man says — you ain't seen nothing yet.



FREE . . . .

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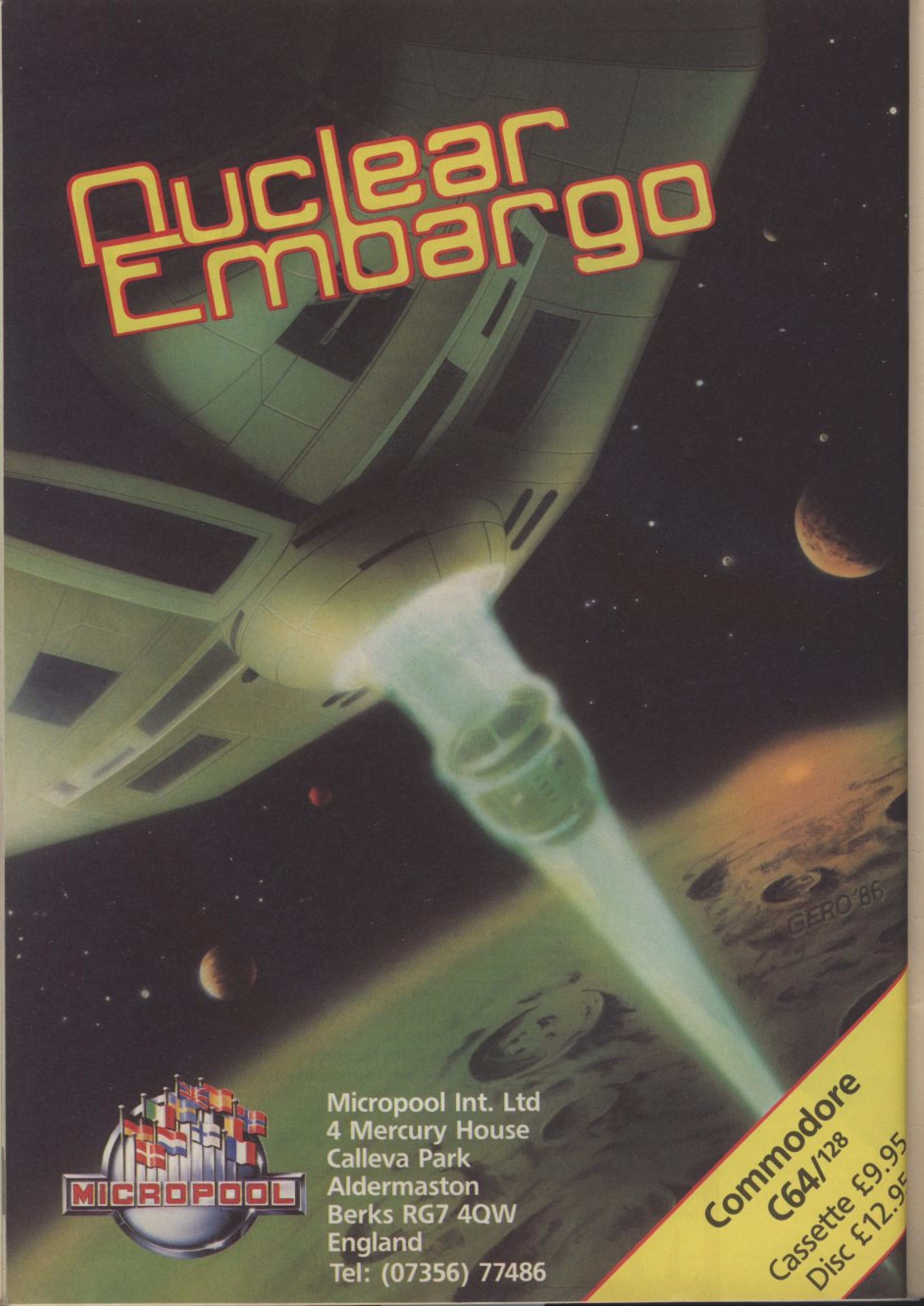


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Play To Win has its usual share of exclusive maps, Hot Shots has all the filth, Tommy has all the answers and if you've any sense you'll be at your newsagent bright and early on the 20th December. Remember Commodore User is out early *this month. So get your order in now.*

It'll be the best value you'll get out of a pound this year.

MONTH



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TOMMY'S TIPS

When it comes to answering your technical and programming queries, whether they're on the 64, 128, 16 or Plus/4, Tommy's your man. Go on, write to him: Tommy's Tips, Commodore User, 30-32 Farringdon Lane, London EC1R 3AU.

TECH TIPS

TOMMY'S TIPS

Adventure Writer

I am writing an adventure for the C16 and Plus/4 which has a loop for both the location and movement. e.g.
1000 GOSUB SET
1500 1$ = You are in a cave. Exits are north": NO = 1600: SET = NO: RETURN.
But, the computer doesn't accept variable names instead of line numbers. Is there an alternative I could use without re-structuring the program?
B. Nisbet, E. Kilbride.

If you wish to use a variable in order to calculate a GOSUB then you can use the syntax **ON X GOSUB 100, 200, 300, 400** etc, where setting X to 2, for example, would result in GOSUB to line 200. Since the program will 'fall through' to the next line if X is out of range then you can nest the ON . . GOSUBs as much as you like.

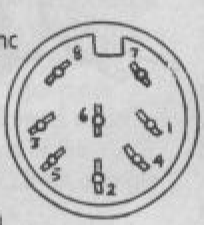
Obviously it rather depends on just how many variable jumps you need in your program, but if you break it up into manageable chunks with 'portals' that send the player from one main area to another then you can keep the lists manageable.

Argy Bargy

I have a problem getting my C16 computer to work when using the RGB monitor on my television set.
Could you help me by telling me what output comes from the pin holes in the monitor connection in the computer.
M.A. Bolli, S. Humberside.

Since there is no RGB output on any of the Commodore range of computers below the 128, you do indeed have a problem. The pinouts on the audio/video port are as follows:

PIN	SIGNAL
1	Luminance/Sync
2	Ground
3	Audio Out
4	Video Out
5	Audio In
6	Colour Out
7	No connection
8	No connection



Pins 1 and 6 provide the 'Commodore Video' output for the 1701 monitor, while Pin 4 provides the 'composite video' output for non-Commodore monitors.

Loading screen

I'm writing a game for my Commodore 64. I have thought about displaying a picture while the game is loading but it totally baffles me. Please could you tell me how to do this using the graphic characters on the keyboard. I'm looking forward to your reply.
P. Rogers, Staffs.

Unfortunately, there is no simple way of achieving the aim of having pictures on the screen since it involves much more than just turning the display back on. The reason the display is turned off when the standard Commodore LOAD or SAVE takes place is one of timing.

Because the video chip 'steals' time from the processor to keep the video display updated, this causes interruptions in the loading or saving to tape; hence the video is turned off to avoid this problem. The software that puts a picture on the screen while loading has had to create its own loading program first, that replaces the Commodore load and it has to be in machine-code. Once you have your own LOAD routine you can use interrupts to generate the picture, play music, whatever you want.

Writing a m/code loader which will allow this is not a trivial problem however, so unless you are well versed in m/code you will have to be content with a blank screen when loading your own programs from tape.

Transformer

The power pack on my 64 is extremely noisy. It's O.K. for approximately three minutes, but then it starts to purr loudly and then there's no stopping it. It's so noisy that I find it hard to concentrate on the program that I'm writing or the game that I'm playing. Is this normal, and if not what can I do about it? I've had it for nearly a year. It is under guarantee. Can I exchange it in the shop (a department store)?

Secondly, why is the majority of software not available on cartridge? Surely cartridges are a better proposition than tapes or discs which have to be loaded. Do cartridges use up as much RAM as tapes?

Thirdly, in certain magazines (e.g. Commodore User), lines of text line up at the right hand side of the page as well as at the left hand side. (This doesn't of course happen on a conventional typewriter, where the lines are of variable length). My question is, what is this facility called and which wordprocessors is it available on? (e.g. Audiogenic, Tassword 40 etc)

Finally, when playing certain games the computer 'freezes' abruptly after about an hour's play. Pressing

Continued on page 141

TOMMY'S TIPS

"stop & restore" does nothing. I'm compelled to turn the computer off and reload the game. A friend told me that this is due to the computer's memory getting clogged up with 'garbage'. Please explain this.
M. Smith, Scunthorpe.

A correctly working transformer (power pack) should not make any noise at all, although you might feel a slight vibration when it is on. It should certainly not make so much noise that it becomes a distraction. Since the computer is guaranteed for a year I suggest you take it back to the shop where you purchased it, provided you have your original receipt, and get the power pack exchanged or repaired. Of course you may not get an instant replacement, so be prepared for a delay.

On your second point, cartridges are indeed easier to use than tapes, but are considerably more expensive to produce. Unless the product is likely to have a good profit margin very few software houses are prepared to invest the sort of sums needed for a production run of a cartridge. Cartridges often use less RAM than tape-based programs (for the actual program itself) because they can fit into a ROM area of memory, leaving more room for data storage.

Lining up the right-hand column of print is called 'right-hand justification'. Since most text is normally left-justified, lining up the right hand side is sometimes refered to simply as 'justification', but in fact you can even have 'centre justification' where neither column edge lines up; instead all the lines are centered. Wordcraft, Vizawrite-64, Tasword-64, Superscript and PaperClip, to name but a few, all have right-hand justification.

Finally, unless the games programs are written in Basic, they should not suffer from 'garbage collection' delays, where the computer has to recover memory storage that is no longer being used. It sounds more like a mains spike, or a component in the computer which is slightly marginal in performance, causing a system crash. If it only ever happens with the *same* games however, then it's the software; not everything that is written is perfect.

Modem Choice

● I am an ardent 64 user and I would like to expand its uses. I wish to do this by buying a modem, and I would be thankful if you would give me some urgently needed information on them:

1. Which is the best buy of modems for value for money and what it can do, i.e. the different baud rates it has?

2. What sort of attachments, plugs, wires or wall fittings do you need to use one?

3. Which is the best user group e.g. Micronet or Compunet, to join and how do I do so.

I would be extremely grateful if you could answer my queries.
M. Ralph, Suffolk.

This is rather a difficult question to answer, since you don't say exactly what you want to use the modem for. However, let us assume that you want to access not only something like Micronet and Compunet, but possibly Bulletin Boards as well. If this is the case then you will need a modem that allows both 300 baud and 1200/75.

An apparently good value modem for the 64 is the 64 Multimodem from Miracle Technology. This costs £116.15 and includes all the driver software.

However, there are others such as the Voyager from Modem House at £119.40, including the Mustang software cartridge. Either of these would be suitable for accessing Micronet and Compunet.

Most modems for the 64 plug into either the User-port or the cartridge port and have a single lead which plugs into the new-style phone socket. If you haven't got those already then you will need to get one fitted within range of the computer (at about £25 for a single extension socket).

As for which is better, Compunet or Micronet, that is a very personal choice. If you do decide on Compunet, then you must get the Commodore modem, costing £100 (including a one year free subscription), but this will stop you accessing some Bulletin Boards since a lot operate at 300 baud and the Commodore modem is 1200/75 only. However, you can get the Mustang software for this modem which allows you to access Micronet as well.

Decide exactly what you want the modem for; only then can you decide which one is best for you.

Colour Buzz

● When I type the following command: LOAD,8,1, my disk drive often says FILE NOT FOUND error instead of loading the first program on the disk. Why is this? My disk drive is perfectly aligned according to Robtek's "Magic Disk Kit". Also when the text on the screen is a light colour, say, white or yellow, why do I get a buzzing noise from the TV speaker? Any help would be greatly appreciated.
M.D. Phillips, Essex.

The first problem may be due to *when* you use the command. It should always work if you use it as soon as the computer and drive have been switched on, ie the very first disk access. However, if you have done some disk accesses already then the command doesn't quite work as it should, in that it tries to load the next file on the disk, rather than the first.

If the head is not correctly placed then it is quite possible for the error 'FILE NOT FOUND' to be reported. Doing an 'Initialise' will reset the head to the start of the disk and the command should then work correctly.

As for the buzzing, this is probably what is called 'Croma Noise' breaking through. The audio signal and colour/picture signal to the TV are separated by frequency, but both signals pass down the same cable. Sometimes a particular colour signal can generate spurious frequencies in the cable or the circuits which interferes with or is superimposed on the audio channel.

Since you cannot tune the two signals separately there is not much you can do on the TV side. However, the modulator in the computer can be tuned and this may help the problem slightly. I suggest you get a TV engineer or someone who knows what they are doing to adjust it for you.

Adventure Save

● I am a Plus/4 owner, and I am writing an adventure game. I want to give it a professional touch and add a SAVE option. Yet when I try to add this in my program all I get is the whole game saved so the player has to begin again.

Please could you write a small program so that if a player wishes to quit he can save the game and then load it again and continue where he left off. Also a small program so the computer will then LOAD that saved game again.

Continued on page 143

TOMMY'S TIPS

TOMMY'S TIPS

If you would do this, I would be eternally grateful.
S. Potter, Cornwall.

When you do a 'Save' from a game program, what you are doing is saving the variables that relate to the conditions at that particular time; you are not saving the program code. What you must do therefore is to create a file and then pass all the variables, arrays and any other necessary information to that file. When you re-load the data this will reset all the variables etc to the values they contained when the game was saved, enabling the player to continue from exactly the same position.

The program below is an example program which doesn't do anything useful, but just shows how to save arrays and variables onto a tape file and then load it back again (having rewound the tape of course!). To change it to disk change the second **1** in the OPEN statements to **8**, although to be correct you should also include checks on the disk error channel as well.

Run the program and enter 'Y' at the first prompt. Now enter DISPLAY and the data will be printed on screen. Now SAVE (program will then end). Now run the program again, this time entering 'N' at the first prompt. DISPLAY will show that there is no data present. Now LOAD, then DISPLAY; the data is now back, this time from the tape.

```
2   DIM A(5), D$(5),
    OBJ$(10)
10  INPUT "PUT DATA IN THE
    VARIABLES (Y/N)": AN$
20  IF AN$ < > "Y" THEN
    100
30  REM READ SOME DATA
    INTO VARIABLES
40  FOR LP=1 TO 5
50  READA (LP), D$ (LP)
60  NEXT LP
70  FOR LP=1 TO 10
80  READ OBJ$ (LP)
90  NEXT LP
100 INPUT "SAVE, LOAD OR
    DISPLAY"; AN$
110 IF AN$= "SAVE" THEN
    GOTO 200
120 IF AN$= "LOAD" THEN
    GOSUB 300
130 IF AN$= "DISPLAY"
    THEN GOSUB 400
140 GOTO 100
200 OPEN 1,1,1,
    "GAME-SAVED"
210 FOR LP=1 TO 5
220 PRINT#1, A (LP)
225 PRINT#1, D$ (LP)
230 NEXT LP
240 FOR LP=1 TO 10
250 PRINT#1, OBJ$ (LP)
260 NEXT LP
270 CLOSE 1: PRINT "GAME
    SAVED": END
300 INPUT "ENSURE TAPE
    REWOUND AND PRESS
    RETURN"; AN$
310 OPEN 1,1,0,
    GAME-SAVED"
320 FOR LP=1 TO 5
330 INPUT#1, A(LP)
335 INPUT#1,D$ (LP)
340 NEXT LP
350 FOR LP=1 TO 10
360 INPUT#1, OBJ$(LP)
370 NEXT LP
380 CLOSE 1: RETURN
400 FOR LP=1 TO 5
410 PRINT A(LP); D$(LP)
420 NEXT LP
430 FOR LP=1 TO 10
440 PRINT OBJ$ (LP)
450 NEXT LP
460 INPUT "PRESS RETURN
    TO CONTINUE"; AN$
470 RETURN
500 DATA 2, "CAVE", 6,
    "FOREST", 20, "POOL",
    25, "HOUSE", 30,
    "FIELD"
510 DATA "COIN", "LAMP",
    "SPEAR", "ROPE",
    "BOX", "BOTTLE",
    "SWORD", "RING"
520 DATA "KEY", "DAGGER"
```

Sprite Store

Could you please tell me a location on the 64 to store at least six sprites with or without redefined characters? The only two I know of are 832 and 12288. I would be very grateful if you could answer this. And could you also explain multi-coloured sprites as I can never get them right?
S. Garrett, Maidstone.

If you want to get space for several sprites, some redefined characters and still leave lots of room for Basic program and data then you can use the area of 4096 bytes starting at 49152. This might be a rather overused area for applications programs, but for writing your own it is very useful since Basic cannot otherwise access.

Note that if you can change the sprite area to 49152, then you must change the screen to the same area as well. This is because the video chip can only see the memory in 16 kbytes at a time; everything that is accessed by the video chip therefore has to be in the same 16k block of memory.

The short program below will move the screen and the first 64 characters of the character set. This will leave enough room for 40 sprites using address blocks 8-31 below the new screen position and blocks 48-63 above it (to calculate the start address for each block, multiply by 64 and add 49152).

If you want to increase the size of the transfered character set to 128 chars, this would still leave room for 32 sprites. You will need to know the address of the sprite points — these will be the 8 bytes from 55216 to 55223.

To get multi-colour sprites you must apply the following formula: **POKE 53276, PEEK (53276) OR (2 ↑ SN)** where SN is the sprite number (0-7) you want to make multi-colour. To revert back to normal colour mode: **POKE 53276, PEEK (53276) AND (255-2↑SN).**

Note that in order to make sense in multi-colour mode, the sprites must have been deliberately created for that mode. This means that the resolution is halved because it requires two bits to define which of the four colours a 'pair' of pixels is set to. The relationship between the bit-pairs and colour is as follows:

00 — Transparent (screen background colour)
01 — Sprite multi-colour register 0 (53285)
10 — Normal sprite colour register
11 — Sprite multi-colour register 1 (53286)

Provided you address the sprite pointers correctly, your Basic program will now run quite happily in the Basic area while storing all your sprites and character set well out of harms way and givng you all the sprite space you need.

In the program below, line 10 clears the screen area whilst line 20 switches in the character ROM. Line 30 transfers the character set and 40 switches in I/O. 50 and 60 change the 16K bank, 70 changes the position of screen memory, 80 the position of character memory and finally, 90 Pokes to the top of screen.

```
5  CH=49152: REM BASE
   ADDRESS
10 FOR A = 2048 TO 3071:
   POKE CH+A, 32: NEXT
20 POKE 56334, PEEK
   (56334) AND 254: POKE
   1, PEEK (1) AND 251
30 FOR A = 0 TO 511: POKE
   CH+A, PEEK (53248+A):
   NEXT A
40 POKE 1, PEEK (1) OR 4:
   POKE 56334, PEEK
   (56334) OR 1
50 POKE 56578, PEEK
   (56578) OR 3
60 POKE 56578, (PEEK
   (56576) AND 252) OR 0
70 POKE 53272, (PEEK
   (53272) AND 15) OR 32
80 POKE 53272, (PEEK
   (53272) AND 240) OR 0
90 POKE 648,200
```

Double Chip

I've just bought a C128 and would like to know how I can make use of the extra Z80 processor without having to load the CP/M disk, which baffles me completely. Surely it must be possible to access the Z80 processor by using Basic in 128 mode? A reply would be gratefully appreciated.
????.

I'm afraid there's no real way you can access the Z80 chip from either 64 mode or 128 mode, whether you're using Basic or any other language for that matter. The reason is that the central processor needs an operating system in order to do anything at all. That operating system is the CP/M you have on your disk, without it, the chip is really like a car without petrol — it just won't run.

Commodore users somtimes get confused about this point since Commodore's own operating system is actually built into the machine and doesn't need to be loaded, so you never really see it even though it's beavering away all the time. If you want to program the Z80, the best way is to load CP/M and get hold of an implementation of Basic on disk. Remember that Osborne and Kaypro formats will work on the C128.

TOMMY'S TIPS

Hot Shots Trivia



*E. This bunch of utter, utter, bas***ds were the subject of possibly the worst ever licensed game to appear. Which useless bas***d company was to blame?*

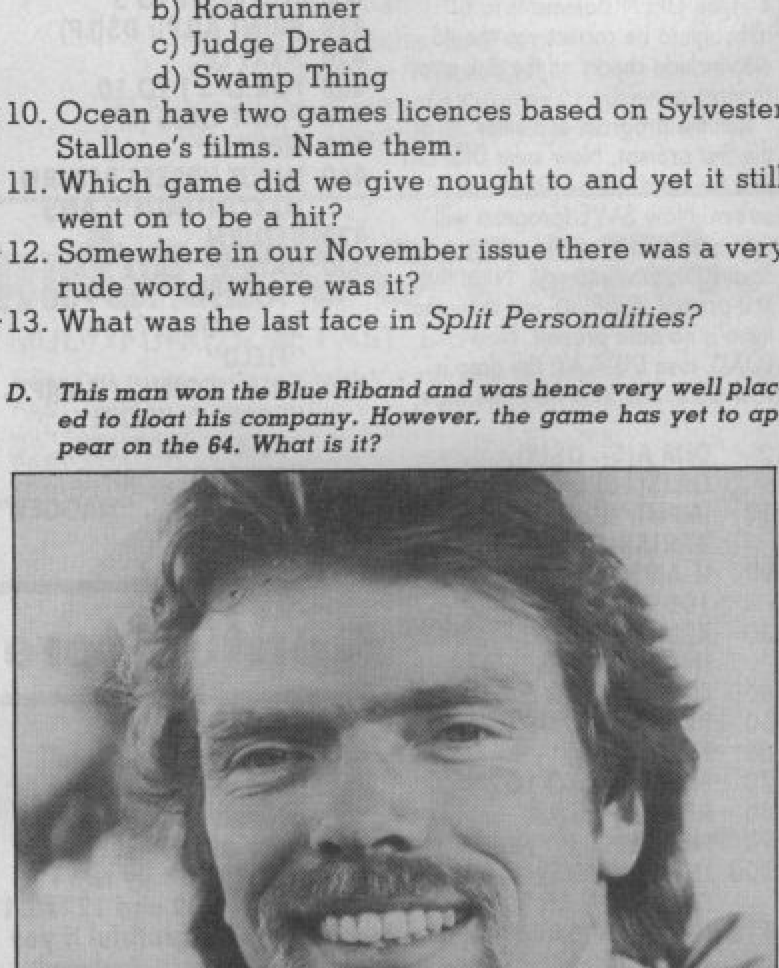
How much attention do you pay to what's happening in the pages of this magazine and the software world in general? Old Hotshots has to keep his ears peeled and his eyes skinned all the time, but just how good are you? Settle back and run through the questions below to find out.

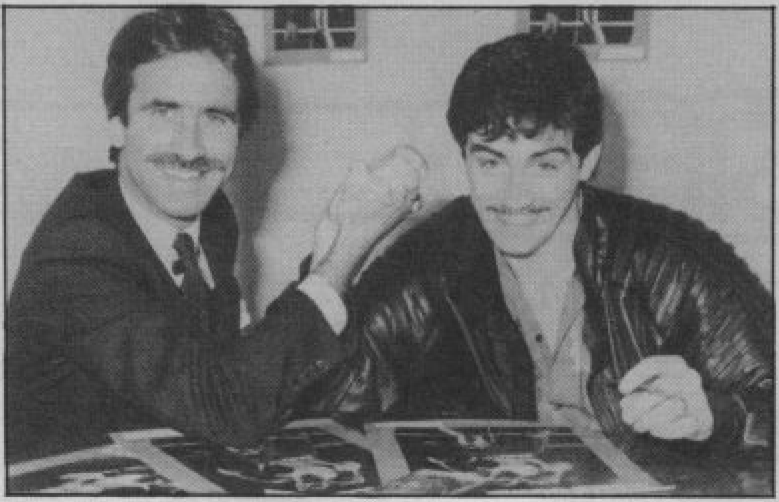


C. This man is a) A failed musician
b) Very rich
c) The owner of a Ferrari Testarossa
d) All of these
e) None of these

1. Which unsoiled software company boss is also the SDP's Youth Coordinator?
2. Who has the honour of making the most ever appearances in Hotshots!
   Was it: a) Mark Cale — System 3
   b) Rod Cousens — Electric Dreams
   c) Bruce Everiss — ?
3. Who the hell is Bruce Everiss? (Anyone who can answer this question correctly wins the competition automatically.)
4. What does the acronym PPLO stand for?
   Is it: a) Palestinian People's Liberation Organization
   b) Please, Please Leave it Out
   c) Pet Person Liquidation Organization
5. What are the nicknames of these software house bosses?
   a) Steve Wilcox — Elite
   b) David Ward — Ocean
   c) Geoff Brown — US Gold
6. What was special about the characters in Strike Force Cobra?
   a) They were particularly ugly
   b) They have all appeared on Wogan
   c) They all work for magazines
   d) (a) and (c)
7. Which magazine publishing house gave their own game a special award in their pages?
8. Code Masters, a new budget software house has a family connection. What is it?
9. Which of these cartoon characters has not been turned into a computer game?
   a) Popeye
   b) Roadrunner
   c) Judge Dread
   d) Swamp Thing
10. Ocean have two games licences based on Sylvester Stallone's films. Name them.
11. Which game did we give nought to and yet it still went on to be a hit?
12. Somewhere in our November issue there was a very rude word, where was it?
13. What was the last face in *Split Personalities?*

D. This man won the Blue Riband and was hence very well placed to float his company. However, the game has yet to appear on the 64. What is it?





F. These two men both got KO'd this year. Who are they and what is their connection?

Quiz



B. These wallies put in an appearance at the PCW show in September, what were they promoting?



A. This infamous double dealer made his appearance on the C16 earlier this year. Which company was responsible for the tenuous link?

14. In our January '86 issue *Commando* and *Rambo* fought it out for best game. Who won?
15. Of what metal is the tenth ship in Uridium composed?
16. Which advertised Konami conversion never appeared in its own right?
17. Sigue Sigue Sputnik desperately wanted to be in a game, who was writing it before it was scrapped due to lack of interest?
18. Britain's number one pin-up got her own computer game. Which software house was responsible for digitising her?
19. What kind of car do most overpaid software bosses drive?
    a) Porsche
    b) 2 CV
    c) Roller
20. Which of these arcade games made the latest appearance in the shops?
    a) Scooby Doo
    b) Knightrider
    c) Elektraglide

Now add up your scores with the aid of the answers below and compare them to the table.

42–54. Great stuff, not even we got that many and we set the competition! Consider yourself an honorary Hotshotophile.
32–42 Not a bad effort. You must read the mag pretty regularly, but you missed out on a crucial issue somewhere.
22–32 Average. You'd better get yourself a subscription and polish up on your gaming knowledge, you'll never be a Hotshot at this rate.
11–22 Poor effort. We couldn't really trust any information you gave us. But we'd probably publish it anyway.
0–11 You're reading the wrong magazine.

THE ANSWERS: Take two points for every correct answer, one for half right.

1. Nick Alexander.
2. (a)
3. Sorry we're stumped on this one.
4. (c)
5. (a) Thrifty
   (b) God
   (c) The Godfather
6. (d)
7. Newsfield — wasn't *Sanxion* a sizzler?
8. It's run by the Darlings, a father and his two sons.
9. (b) and (d). Software companies take note.
11. *Cobra* and *Rambo*
11. *Ninja Master*
12. On the *Go for Gold* screen shot, whoops!
13. *Marilyn Monroe*
14. *Rambo*
15. Kallisto
16. *Mikie*
17. Tony Gibson
18. Martech
19. (a)
20. (b)

A. Probe
B *Aliens*
C (d)
D Virgin's *Challenger* Game
E. Orpheus, what a bummer!
F. Hugh Rees Parnell left Activision and Barry McGuigan went down in the eighth round of his title defence. Activision of course deemed him right for a games licence, *Barry McGuigan's Fight Night*.

CLASSIFIED

CBM 64 swap new mags. Send your list. Paduat 22 rue de l' Europe 7490 Braine-le-Comte, Belgium.

Swedish hacker wants to swap games and programs both disk and cassette on CBM64. Send list to Stefan Hogberg, Humlegarden 24, 55266, Jonkoping, Sweden.

Amiga user wishes to contact you. Ola Gedenryd, Hosthagsv 18, 28100 Hässleholm, Sweden.

Computer game exchange club Exchange your unwanted software C64, C16, Plus/4. S.A.E. for details. C.G.E.C. 24 Hollywood Road, Bolton, Lancs BL1 6HL.

CBM 128 1541 disk drive, C2N tape recorder, compunet modem+ software, various utility cartridges, mouse + software and over £3000 worth of games and utilities. Sell the lot for £600 ono. Tel. 0202 682195 after 6pm.

CBM 64 user looking for penpals especially, Norwegian, Swedes and Yanks. Perhaps we can swap games. Also hand-held push button reset switches for sale, £3.50 each. Contact Liam McGrath, Craigmore, Connaught Ave, Cork, Ireland.

EAC users! and other adventure writers. Adventure contact provides advice on plotting, writing, marketing, free evaluation, interaction with other users. Sample magazine £1.00. Pat Winstanley, 13 Hollington Way, Wigan WN3 6LS.

Private tuitiion for Commodore owners — West London area. Homebase Computer Consultancy Ltd. 01-574 0450.

I have CBM 64. I want to swap games. I have many new titles. Write to Roger Hagerup, Fossumberget, 30 0983 Oslo 9, Norway. Disk or cassette.

Commodore Plus/4 for sale with 15 games, datasette, joystick and under 1 year old still boxed. Can post. Tel. 01-539 16168. Price £180.

CBM 128 1541 disk drive 1520 printer software under guarantee v.g.c. New cassette £385. Secondhand CBM 64 cassette 1520 printer (new) software £150. Also CBM 128, new unwanted gift £190. 0786 813588 (Scotland).

Amiga owner wants to swap software and information with other owners all over the world. Write to Sergio Munoz Garcia, Cantalejo 13, Madrid 28035, Spain.

CBM64 1541 drive C2N cassette Simons basic joysticks M/C monitor 10 disks, RTTY morse interface + soft, mint condition, £150 of software. Sell for £350 ono. Tel. 01-622 4143, will spilt. Thomas.

Australian 64 owner wishes to swap programs with anyone anywhere, tape only. Send list to Shane Ayerst, PO Box 795, Atherton, NQ. 4883, Australia.

A Swedish user wants to swap programs and games all over the world. I have many new softwares. All letters answered, only disk. Please write to Farrshad Farrohh, Landalagangen 6 41130, Gothenburg, Sweden.

C64 owner wants to swap extremely new stuff. Write to Marten Hildell, Timutejv, 10 33500 Gnosjj, Sweden.

New stuff for exchange, write to Peter Karlsson, Cederg-5, 33500 Gnosjj, Sweden. Only extremely new stuff!

CBM64 games wants to swap many new, only on disk. Send a list to Fred-Ole Johansen Steinbakkvn2 N-3670 Notodden, Norway.

BMC usergroup for C64, Vic-20, C16 and Plus/4. Send for mem. form then get user booklets with soft hire, news letters, cassette swap, discount software, hardware and many more features. Send £1 joining fee to Ian Bell, 10 Morton Court, Blackwood, Lanarkshire, Scotland ML11 94H.

CBM64 owner wants to swap programs old and new disk and tape. Send your list for mine, Chriss Baeke Lagenveien 27D 2600, Lillehammer, Norway.

For sale For C64, SFD1001 disk drive (1MB) £195, Brainboxes interface £45, 1541 disk drive £95, Easyscript £20. All boxed, hardly used. Offers considered. Tel. Webb, Worthing (0903) 42334.

Hard copy printouts for C64/128. Sequential or program files. Disk or tape. Send £1.20 to M. Middleton, Rushley Walls, Cheshire SK10 5SL.

128 User wants contact with other 128 users in the world. Write to Daniel Moström Box 4022 55004 Jönköping, Sweden. Send me your list of C128 programs.

CBM 64 user wants to swap the newest games. Send list to K. Tyrer, 16 Withdean Court Ave., Brighton, Sussex, England BN1 6YF. Disk only.

Help! Long time Commodore owner (British) working in Indonesia recently acquired (at great hassle) an Amiga. Wishes to correspond with any Amiga owners to exchange hints tips. All letters answered. A. Beale Jalan Cipete Raya, 72 Jakara Selatan, Indonesia.

A Swedish CBM 64 user wants to swap games and programs over the world. Only on disk. Many new titles. All letters answered. Please send your list of your newest programs to Tommy Isaksson, Furudalsv 15, 75260 Uppsala, Sweden. Tel. 018-461712.

C128 plus 1541 disk drive plus Novex black and white vdu. £290. Tel. 852 9590 after 8pm.

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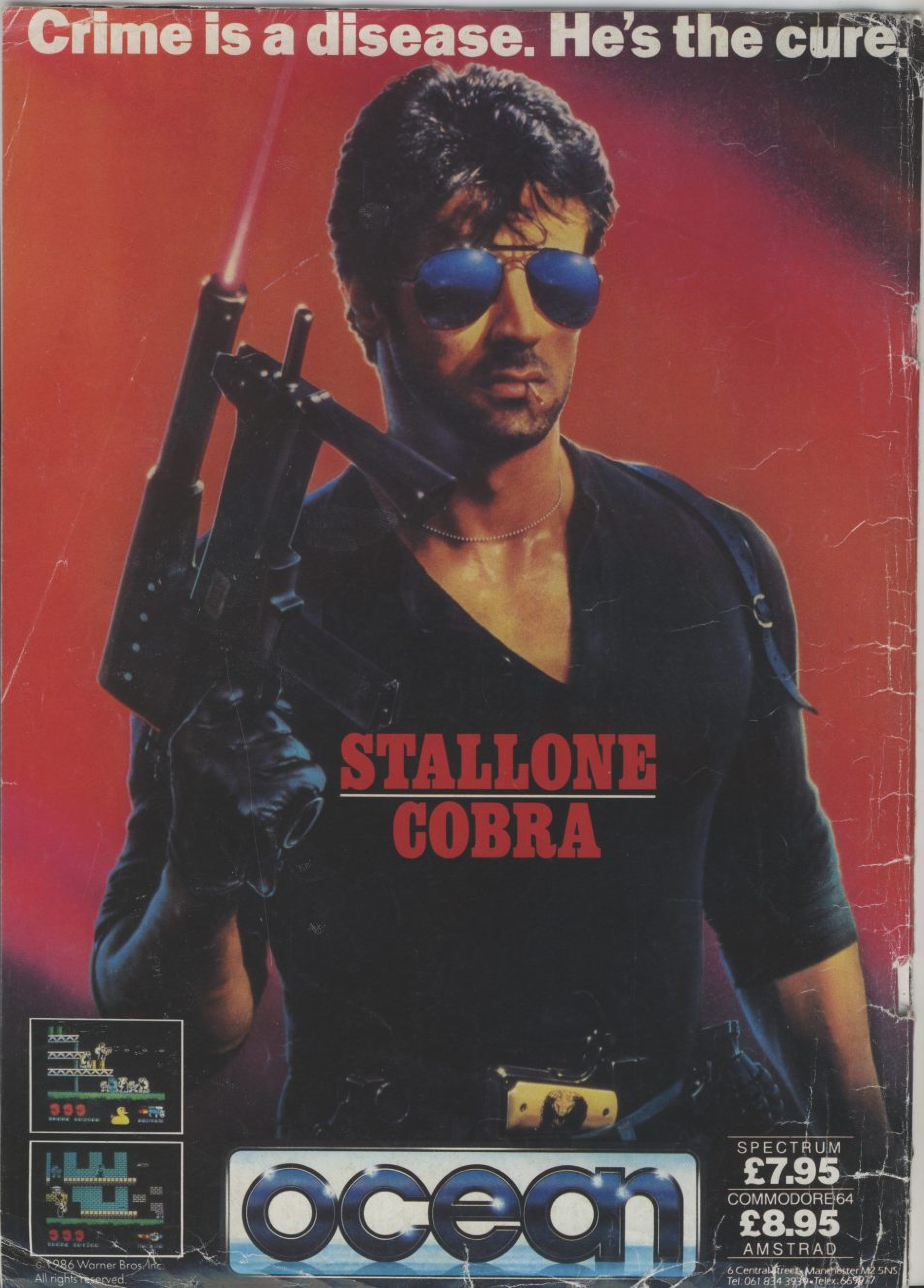
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Play to WiN

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The game . . . .

The game takes place around the volcano where the Aliens make their base. At its base is the forest with its evil, grotesque trees and giant sloths hanging from the trees. Higher up the side of the mountain stands the ruined city. Above this is the molten area of the volcano and from the highest reaches it is possible to enter the vital generator room that is the key to survival for the aliens.

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To go further than the ruined city Tal needs to find the ancient suit and the four attachments with which to operate it. The attachments can only be picked up once the armour has been activated which happens the first time the armour is worn. Even then the suit is useless until the gravity displacer has been activated.





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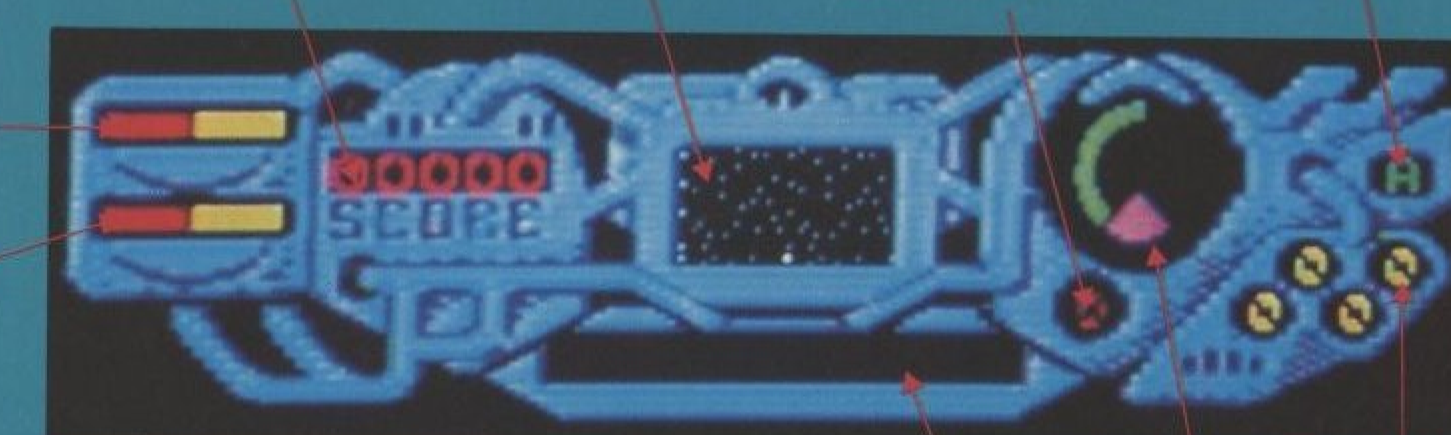
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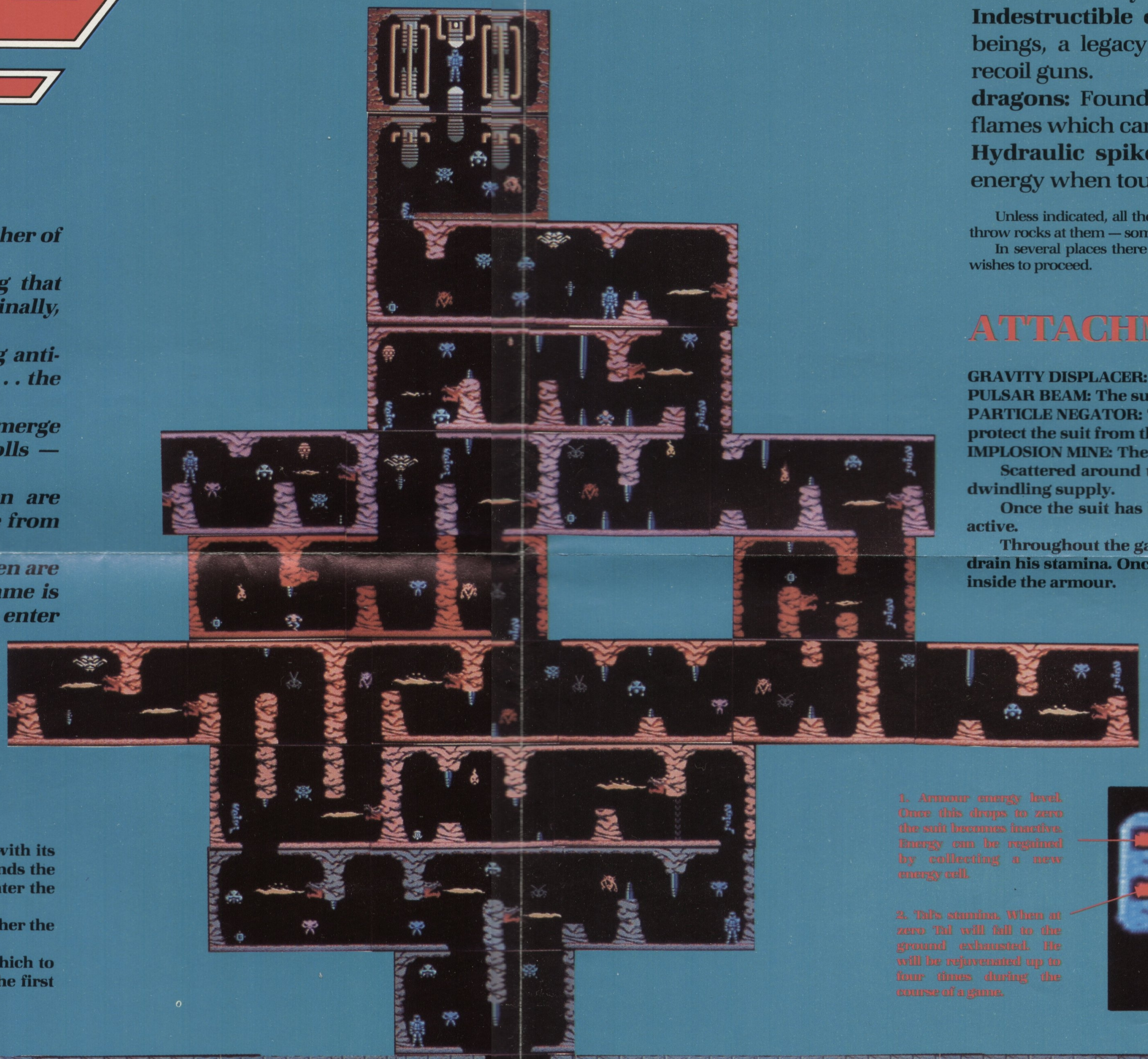
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